

LIBATIUS BORAGE'S

IBATIUS BORAGE'S ADVANCED POTTERY

POTION MAKING



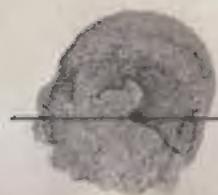
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The Half Blood Prince

ADVANCED
POTION
MAKING

Advanced Potion Making
Second Edition

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*Langlock - Affixes tongue to
roof of mouth*

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Sectumsempera - for enemies

Sectum - Having been cut
Sempera - Always

(Vulnea Sanentur - Counter)

INTRODUCTION

Introduction

The potions within this book are considered advanced in as much as each of them is not only difficult to produce, but also contain the possibility of being disastrous if brewed incorrectly. Students should only attempt potions herein under the supervision and tutelage of a Potion Master.

Nomenclature in advanced potion making as an art, and not simply as the title of this work, can be quite confusing due to the fact the chemical names often bear no relation to composition. For example, lead sulphide is sometimes referred to as the "black sulphur root" because of its colour and the heat used in its preparation from sulphur. While the authors of this book have taken every measure to ensure use of only the most common nomenclatures, mistakes should be avoided by cross-referencing the symbol chart as much as possible; students may also wish to keep a personal copy in a separate notebook.

It is advisable for students to take careful note of processes as outlined within; Distillation, Coagulation, Dissolution, Filtration, Calcination, Deconstruction & Reconstruction, Infusion, Crushing, Cutting, Boiling, Scalding and Straining. Each of these processes are unique in effect and students should not interchange them without the express guidance of a Potion Master.

A note on alchemy as proto-magic

A common misperception of ancient alchemists is that they were pseudo wizards who attempted to turn lead into gold, create love from concoction alone, and believed that the universe was composed of only the four elements of earth, air, fire, and water.

This picture was, obviously, rather unfair. Although some ancient alchemists were indeed crackpots and charlatans, most were well-meaning and intelligent wizards. These people in many ways served as innovators, and attempted to explore and investigate the nature of chemical substances and processes. They had to rely on experimentation, traditional know how, rules of thumb, and speculative thought in their attempts to uncover the mysteries of the magical universe.

At the same time, it was clear to the alchemists that "something" was generally being conserved in chemical processes, even in the most dramatic changes of physical state and appearance; i.e. that substances contained some "principles" that could be hidden under many outer forms, and revealed by proper manipulation. Throughout the history

of the discipline, alchemists struggled to understand the nature of these principles, and find some order and sense in the results of their experiments - which were often undermined by impure or poorly characterized reagents, the lack of quantitative measurements, and confusing and inconsistent nomenclature.

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Relationship between wizard and potion

While the use of wands, incantations, and general skill are all relevant in general N.E.W.T. level potion making, they are even more so herein. Students should be mindful of their own abilities and should not attempt recipes they do not feel equipped to handle. It should be said that this is not a short coming and that the greatest Potion Masters in history have all had certain potions they would not attempt ~~attempt at all~~

This book does not, therefore, contain any potions which would allow the student to build up a false sense of self thereby opening the gateway to greater peril in later studies. The book begins by introducing alchemy, equipment and ingredients, then moves onto a chapter on "Nearly Impossible Potions" and continues thusly.

~~Students unable to complete all the potions in this book should not be discouraged. An experienced potions master is, however, a necessity for many careers in the wizarding world and students seeking Ministry occupations such as Aurors or Order-bearers should set their mind to accomplishing as much as magically possible.~~

A final thought from the publishers

Potions are tools just like spells. Keep your cauldron as close as your wand; in mind and heart if not in reality. With study, determination and a little hard work you can learn to bewitch the mind and ensnare the senses. A true Potion Master can bottle fame, brew glory, and even put a stopper in death. If that doesn't excite you, you may be in the wrong class.

Good luck!

Note: Although most processes are achievable without a wand, it is an advisable tool.



Muffliato - Fills ears with barking
Distress??



CHAPTER ONE

AN INTRODUCTION TO ALCHEMY

What is Alchemy?

Alchemy is an influential philosophical tradition whose practitioners have, from antiquity, claimed it to be the precursor to profound powers. The defining objectives of alchemy are varied but historically have typically included one or more of the following goals: the creation of the fabled **Philosopher's Stone**; the ability to transform base metals into the noble metals (gold or silver); and development of an elixir of life, which would confer youth and longevity.

The Philosopher's Stone

The Philosopher's Stone is a legendary substance, capable of turning inexpensive metals into gold. It was sometimes believed to be an elixir of life, useful for rejuvenation and possibly for achieving immortality. For a long time, it was the most sought-after goal in western alchemy. In the view of spiritual alchemy, making the philosopher's stone would bring enlightenment upon the maker and conclude the Great Work. It is also known by several other names, such as **'materia prima'**, the White Stone

by the River, The Sword in the Stone, all the same, meaning that which contains the knowledge of creation, a symbol that represents the final outcome of man's inner transformation, of the conversion of the base metal of his outer character to the golden properties of his higher self. It is all about the evolution of consciousness in the alchemy of time.

There is of course a strong link between symbols for The Philosopher's Stone and that of The Deathly Hallows.

Figure 2. The symbol for The Philosopher's Stone, right, and for The Deathly Hallows, far right. The use of similar geometry and scale is apparent, though both have very different constructional meanings.

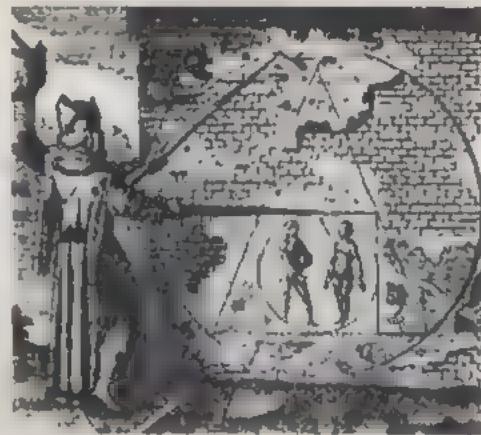
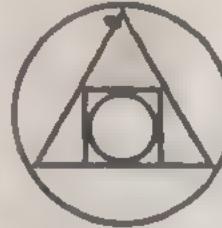


Figure 1. The 'squared circle' or 'squaring the circle' is a 17th century alchemical glyph or symbol for the creation of the Philosopher's Stone.



The Early of Beadle the Bard
- The End of Beadle

What is the Philosopher's Stone?

Statue, Caduceus, Granta's Runalt?

Etymology

The word alchemy may derive from the Old French *alquimie*, which is from the Medieval Latin *alchimia*, and which is in turn from the Arabic *al-kimia*. This term itself is derived from the Ancient Greek *chemeia* or *chemia* with the addition of the Arabic definite article *al*. The ancient Greek word may have been derived from a version of the Egyptian name for Egypt, which was itself based on the Ancient Egyptian word *keme* (hieroglyphic Khm, black earth, as opposed to desert sand). The word could also have originally derived from the Greek *chumeia* meaning "mixture" and referring to pharmaceutical chemistry. The etymology of the word is still open to question.

Alchemy in Medieval Europe

The introduction of alchemy to Latin Europe occurred on 11 February 1141, with the completion of Robert of Chester's translation of the Arabic Book of the Composition of Alchemy. Although European craftsmen and technicians pre-existed, Robert notes in his preface that alchemy was unknown in Latin Europe at the time of his writing. The translation of Arabic texts concerning numerous disciplines including alchemy flourished in 12th-century Toledo, Spain, through contributors like Gerard of Cremona and Adelard of Bath. Translations of the time included the *Turba Philosophorum*, and the works of Avicenna and al-Razi. These brought with them many new words to the European vocabulary for which there was no previous Latin equivalent. Alcohol, carboy, elixir, and athanor are examples

Meanwhile, theologian contemporaries of the translators made strides towards the reconciliation of faith and experimental rationalism, thereby priming Europe for the influx of alchemical thought. Saint Anselm (1033-1109) put forth the opinion that faith and rationalism were compatible and encouraged rationalism in a Christian context.

Peter Abelard (1079-1142) followed Anselm's work, laying down the foundation for acceptance of Aristotelian thought before the first works of Aristotle had reached the West. And later, Robert Grosseteste (1175-1253) used Abelard's methods of analysis and added the use of observation, experimentation, and conclusions when conducting scientific investigations. Grosseteste also did much work to reconcile Platonic and Aristotelian thinking.

Through much of the 12th and 13th centuries, alchemical knowledge in Europe remained centred around translations, and new Latin contributions were not made. The efforts of the translators were

Notes: Latin - L. *Potis* meaning *being*.
 Notes: Latin - L. *Potis* meaning *being*.

succeeded by that of the encyclopaedists. Albertus Magnus and Roger Bacon are the most notable of these.



Über hervorragenden Albertus magnus et virtutibus berberum et
mineralium quoniam et ratiocinatio et ministris munib
et et quoniam effectu et qualitate et quoniam et
liber et



Figure 3. Pages from "De Mineralibus" by Albertus Magnus (Alberti Magni).

Their works explained and summarized the newly imported alchemical knowledge in Aristotelian terms. There is little to suggest that Albertus Magnus (1193-1280), a Dominican, was himself an alchemist. In his authentic works such as *De Mineralibus* (The Book of Minerals), he observed and commented on the operations and theories of alchemical authorities like Hermes and Democritus, and unnamed alchemists of his time. Albertus critically compared these to the writings of Aristotle and Avicenna, where they concerned the transmutation of metals. From the time shortly after his death through to the 15th century, twenty-eight or more alchemical tracts were misattributed to him, a common practice giving rise to his reputation as an accomplished alchemist. Likewise, alchemical texts have been attributed to Albert's student Thomas Aquinas (1225-1274).

Roger Bacon (1214-1294) was an Oxford Franciscan who studied a wide variety of topics including optics, languages and medicine. After studying the Pseudo-Aristotelian *Secretum Secretorum* around 1247, he dramatically shifted his studies towards a vision of a universal science which included alchemy and astrology. Bacon maintained that Albertus Magnus' ignorance of the fundamentals

of alchemy prevented a complete picture of wisdom. While alchemy was not more important to him than any of the other sciences, and he did not produce symbolic allegorical works, Bacon's contributions advanced alchemy's connections to soteriology and Christian theology. Bacon's writings demonstrated an integration of morality, salvation, alchemy, and the prolongation of life. His correspondence with Pope Clement IV highlighted this integration, calling attention to the importance of alchemy to the papacy. Like the Greeks before him, Bacon acknowledged the division of alchemy into the practical and theoretical. He noted that the theoretical lay outside the scope of Aristotle, the natural philosophers, and all Latin writers of his time. The practical however, confirmed the theoretical through experiment, and Bacon advocated its uses in natural science and medicine.

Soon after Bacon, the influential work of Pseudo-Geber appeared. His *Summa Perfectionis* remained a staple summary of alchemical practice and theory through the medieval and renaissance periods. It was notable for its inclusion of practical chemical operations alongside sulphur-mercury theory, and the unusual clarity with which they were described. By the end of the 13th century, alchemy had developed into a fairly structured system of belief. Adepts believed in the macrocosm-microcosm theories of Hermes, that is to say, they believed that processes that affect minerals and other substances could have an effect on the human body (for example, if one could learn the secret of purifying gold, one could use the technique to purify the human soul). They believed in the four elements and the four qualities as described above, and they had a strong tradition of cloaking their written ideas in a labyrinth of coded jargon set with traps to mislead the uninitiated. Finally, the alchemists practiced their art: they actively experimented with chemicals and made observations and theories about how the universe operated. Their entire philosophy revolved around their belief that man's soul was divided within himself after the fall of Adam. By purifying the two parts of man's soul, man could be reunited with God.



Figure 4. An engraving of Roger Bacon made in 1248.

In the 14th century, alchemy became more accessible to Europeans outside the confines of Latin speaking churchmen and scholars. Alchemical discourse shifted from scholarly philosophical debate to an exposed social commentary on the alchemists themselves. Dante, Piers the Ploughman, and Chaucer all painted unflattering pictures of alchemists as thieves and liars. Pope John XXII's 1317 edict, *Spondent quas non exhibent* forbade the false promises of transmutation made by pseudo-alchemists. In 1403, Henry IV of England banned the practice of multiplying metals (although it was possible to buy a licence to attempt to make gold alchemically, and a number were granted by Henry VI and Edward IV). These critiques and regulations centred more around pseudo-alchemical charlatanism than the actual study of alchemy, which continued with an increasingly Christian tone. The 14th century saw the Christian imagery of death and resurrection employed in the alchemical texts of Petrus Bonus, John of Rupescissa and in works written in the name of Raymond Lull and Arnold of Villanova.

Prof. Dumbledore ??

Nicolas Flamel

Nicolas Flamel (born 1330) is a well-known alchemist and only known maker of the Philosopher's Stone, a legendary substance with incredible powers. He owes his considerable age to the Elixir of Life which he and his wife, Perenelle, created using the Stone. They are currently aged six hundred thirty-two and six hundred twenty-six, respectively, living out the remainder of their long lives in Devon.

Flamel is noted as an alchemist of considerable talent and as an opera-lover. Although it is clear that he used the Elixir to greatly extend his life, it is not specified whether he used the Stone's powers to make himself greatly wealthy, as the Stone is also capable of turning any metal into gold.



NICOLAVS FLAMELLVS
Pontisatenis.

 Figure 5. An engraving of Nicolas Flamel "Nicolau Flamellus" at the age of 451, made in 1781.

Further reading

Alchemists enjoyed prestige and support through the centuries, though not for their pursuit of those goals, nor the mystic and philosophical speculation that dominates their literature. Rather it was for their mundane contributions to the chemical industries of the day. Alchemy has been a field of study since antiquity. As the time went on, the lack of common words for chemical concepts and processes, as well as the need for secrecy (to avoid Muggle persecution) led alchemists to borrow the terms and symbols of biblical and pagan mythology, astrology, kabbalah and other esoteric fields. This marked a progress in alchemical research, as it allowed the exchange of ideas between alchemists. However, this also ended up making the plainest chemical recipe read like an abstruse magic incantation, probably inhibiting the learning and spreading of alchemy as a science.



Figure 6. Dzou Yen, Kennilworthy Whisp & Paracelsus respectively.

Dzou Yen, widely considered one of the fathers of Chinese scientific thought, was an alchemist in the fourth century B.C., during the final years of the Zhou Dynasty.

The African wizards have always been particularly skilled in alchemy and astronomy. Some scholars, like Kennilworthy Whisp, believe that Quidditch was introduced in Africa by European witches and wizards travelling there in search of alchemical and astronomical information.

Paracelsus, apart from his important contributions to the field of medicine, was also a secretive alchemist in the sixteenth century.

According to an alchemical work, which original translation from Latin dated back to 1557, the constituents of the perfect medicine, are Vinegar, Salt, Urine, Sal Ammoniac and a particular Sulphur Vive.



CHAPTER TWO

ALCHEMICAL SYMBOLS

► Introduction

There are often many symbols for an element or process. For a time, the astronomical symbols of the planets were used to denote the elements. However, as alchemists came to be persecuted, particularly in medieval times, secret symbols were invented. This led to a great deal of confusion, so you will find some overlap of symbols.



Figure 7. Basil Valentine. "A Table of Chymicall & Philosophicall Characters with their signs." The Last Will and Testament of Basil Valentine. 1971.

Planetary Symbols

Planetary metals were "dominated" or "ruled" by one of the seven planets known by the ancient Potion Masters. Although they occasionally have a symbol of their own, they were usually symbolized by the planet's symbol. Uranus, Neptune, and Pluto were not yet discovered when the original Potion Masters linked the planetary metals, though many modern alchemists and potioneers consider them representative of Uranium, Neptunium and Plutonium, respectively.

	Gold	Sol (Sun)		Tin	Jupiter
	Silver	Luna (Moon)		Mercury	Mercury
	Copper	Venus		Lead	Saturn
	Iron	Mars			

Lupin?

Zodiac Symbols

The 12 original alchemical processes are considered to be the basis of modern potion making processes. Each of these processes is "dominated" or "ruled" by one of the 12 Zodiac signs.

	Aries	Calcination		Libra	Sublimation
	Taurus	Congelation		Scorpio	Separation
	Gemini	Fixation		Sagittarius	Centration
	Cancer	Dissolution		Capricorn	Fermentation
	Leo	Digestion		Aquarius	Multiplication
	Virgo	Distillation		Pisces	Projection

Collaboration *Diffinida* *Gravina*

The Emerald Formula & The Emerald Tablet

The Emerald Formula was later formed from the previous set of 12 processes. It is a seven-stepped process derived from the precepts of the Emerald Tablet that became the basis of all the alchemist's experiments. The Emerald Tablet, also known as the Smaragdine Table, or *Tabula Smaragdina*, is a compact and cryptic piece of Hermetica reputed to contain the secret of the *prima materia* and its transmutation. It was highly regarded by European alchemists as the foundation of their art and its Hermetic tradition. The original source of the Emerald Tablet is unknown. Although Hermes Trismegistus is the author named in the text, its first known appearance is in a book written in Arabic between the sixth and eighth centuries. The text was first translated into Latin in the twelfth century. Numerous translations, interpretations and commentaries followed.

The wording on the tablet is revealed in the following transcription:

*In truth, without deceit, certain, and most veritable.
That which is Below corresponds to that which is Above,
and that which is Above corresponds to that which is Below,*

to accomplish the miracles of the One Thing.

*And just as all things have come from this One Thing,
through the meditation of One Mind,
so do all created things originate from this One Thing,
through Transformation.*

Its father is the Sun; its mother the Moon

*That which is Below corresponds to that which is Above,
and that which is Above corresponds to that which is Below,
to accomplish the miracles of the One Thing.*

*And just as all things have come from this One Thing,
through the meditation of One Mind,
so do all created things originate from this One Thing,
through Transformation.*

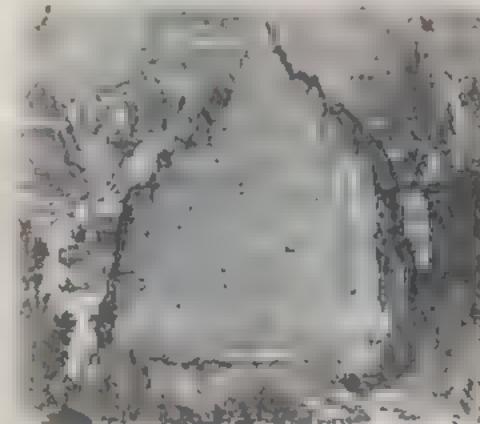


 Figure 8. An imaginative 17th Century depiction of the Emerald Tablet from the work of Heinrich Khunrath, 1606.



*Its father is the Sun; its mother the Moon.
The Wind carries it in its belly; its nurse is the Earth.
It is the origin of All, the consecration of the Universe;
its inherent Strength is perfected, if it is turned into Earth.*

*Separate the Earth from Fire, the Subtle from the Gross,
gently and with great Ingenuity.
It rises from Earth to Heaven and descends again to Earth,
thereby combining within Itself the powers
of both the Above and the Below.*

Thus will you obtain the Glory of the Whole Universe.

All Obscurity will be clear to you.

*This is the greatest Force of all powers,
because it overcomes every Subtle thing
and penetrates every Solid thing.*

In this way was the Universe created.

*From this comes many wondrous Applications,
because this is the Pattern.*

*Therefore am I called Thrice Greatest Hermes,
having all three parts of the wisdom of the Whole Universe.*

*Herein have I completely explained
the Operation of the Sun.*

— *Infiniit* —

The first four steps take place Below, in the realm of matter. The last three steps take place Above, in the realm of mind and imagination. This dynamic process is graphically depicted in the figure of Ouroboros.

The Ouroboros is an ancient symbol depicting a serpent or dragon swallowing its own tail and forming a circle.

The following seven pages give a brief description of the seven processes, along with visual representations.



Figure 9. A visualisation of Ouroboros swallowing its own tail.

Calcination - 1 (Calcinae)

The first of seven major operations in the Alchemy of Transformation

Chemically, the calcination process involves heating a substance in a crucible or over an open flame until it is reduced to ashes. In the Arcanum Experiment, calcination is represented by sulphuric acid, which the alchemist made from a naturally occurring substance called vitriol. Sulphuric acid is a powerful corrosive that eats away flesh and reacts with all metals except gold.



Figure 10. A visual representation of Calcination from "Splendor Solis" by Salomon Trismosin, 16th Century.

 **Dissolution - 2**

The second of seven major operations in the Alchemy of Transformation.

A chemical process, it is the dissolving of the ashes from calcination in water. In the Arcanum Experiment, dissolution is represented by iron oxide or rust, which illustrated the potentially corrosive powers of water on even the hardest of metals. When processed, vitriol breaks down into sulphuric acid and iron oxide, which are the first two arcana or secret ingredients.



 Figure 11. A visual representation of Dissolution from "Splendor Solis" by Salomon Trismosin, 16th Century.

Separation - 3

The third of seven major operations in the Alchemy of Transformation

Chemically, it is the isolation of the components of dissolution by filtration and then discarding any unguenuine or unworthy material. In the Arcanum Experiment, separation is represented by the compound sodium carbonate, which separates out of water and appears as white soda ash on dry lake beds. The oldest known deposits are in Egypt. The alchemists sometimes referred to this compound as Natron.

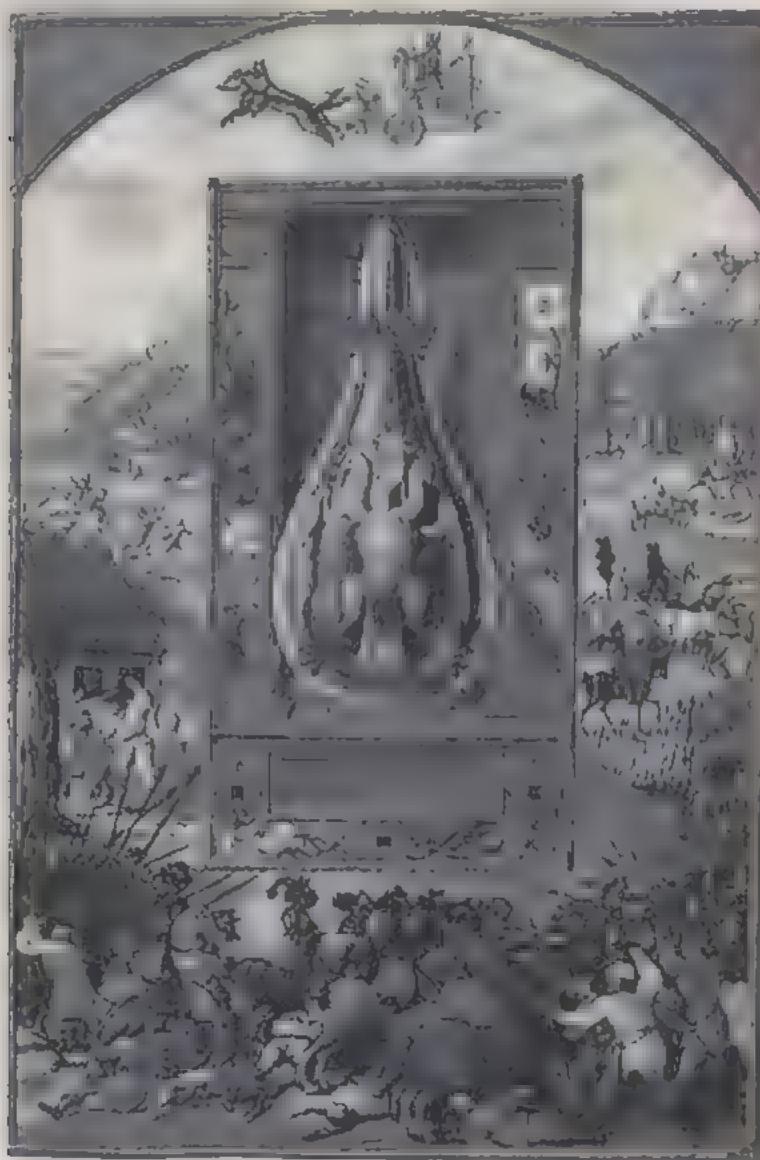


Figure 12. A visual representation of Separation from "Splendor Solis" by Salomon Trismosin, 16th Century.

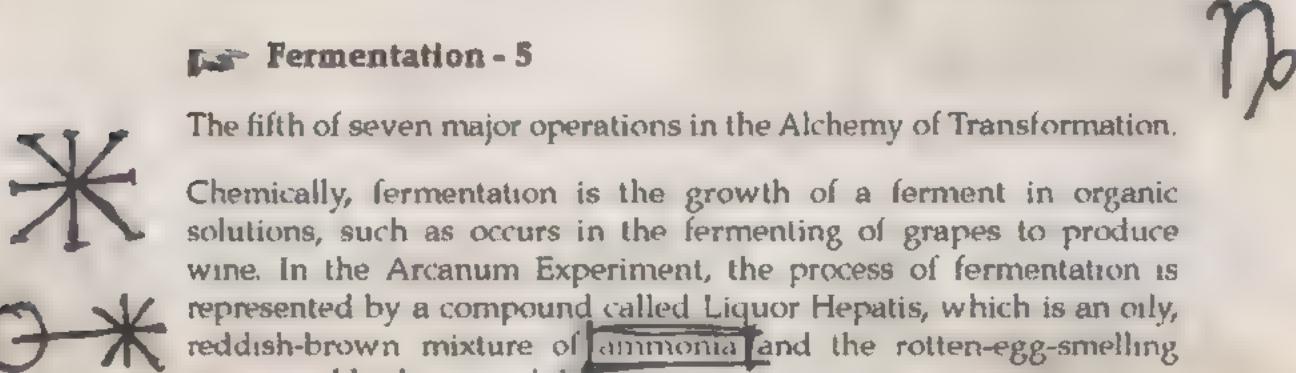
Conjunction - 4

The fourth of seven major operations in the Alchemy of Transformation.

Chemically, it is the recombination of the saved elements from separation into a new substance. In the Arcanum Experiment, conjunction is symbolized by a nitrate compound known as cubic-saltpetre which the alchemist called Natron or simply salt. Blue-coloured natron acid (aqua fortis) was made by mixing potassium nitrate with sulphuric acid and was used to separate silver from gold.



Figure 13. A visual representation of Conjunction from "Splendor Solis" by Salomon Trismosin, 16th Century.



Fermentation - 5

The fifth of seven major operations in the Alchemy of Transformation.

Chemically, fermentation is the growth of a ferment in organic solutions, such as occurs in the fermenting of grapes to produce wine. In the Arcanum Experiment, the process of fermentation is represented by a compound called Liquor Hepatis, which is an oily, reddish-brown mixture of ~~ammonia~~ and the rotten-egg-smelling compound hydrogen sulphide.

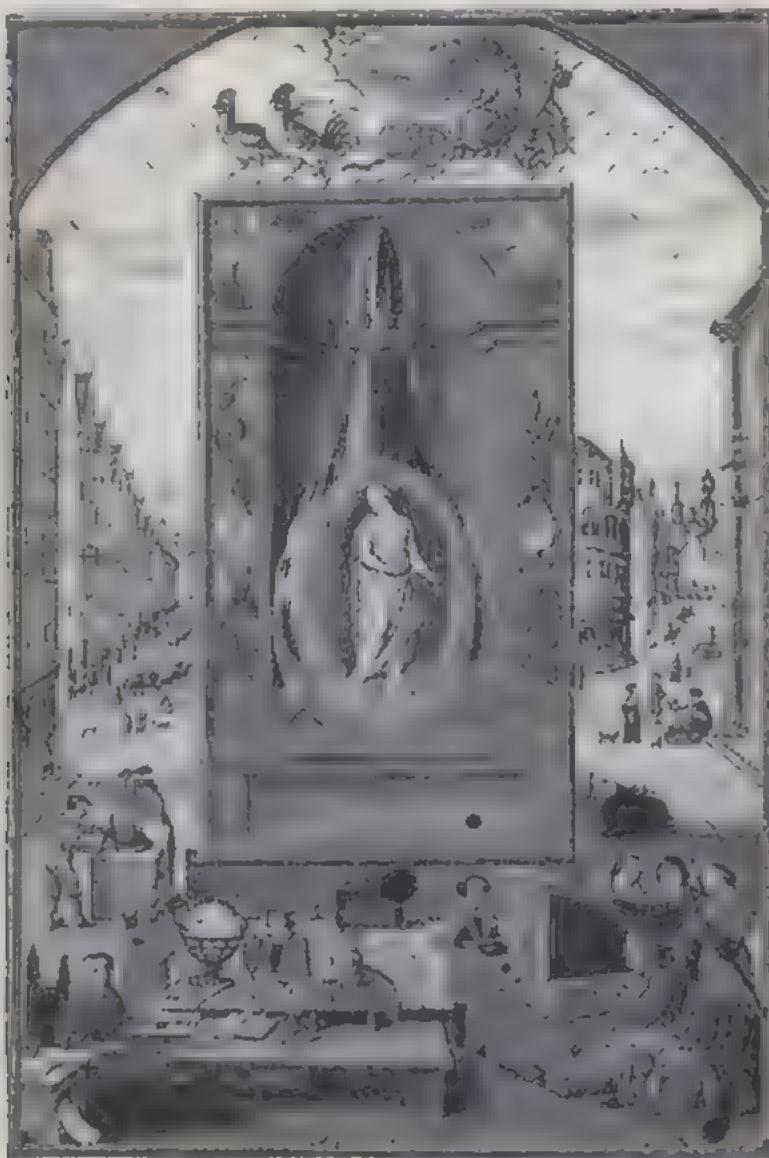


 Figure 14. A visual representation of Fermentation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Distillation - 6 *Distillatio (Distillationem)*

The sixth of seven major operations in the Alchemy of Transformation.

Chemically, the boiling and condensation of the fermented solution to increase its purity. In the Arcanum Experiment, distillation is represented by a compound known as Black Pulvis Solaris, which is made by mixing black antimony with purified sulphur. The two immediately clump together to make what the alchemists called a "bezoar," a kind of sublimated solid that forms in the intestines and brain.



Note: Be alert and tally to all canines
prior: Don't waste time with
antidote patients.

Figure 15. A visual representation of Distillation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Coagulation - 7 (Coagulatio)

The seventh and final of the seven major operations in the Alchemy of Transformation.

Chemically, coagulation is the precipitation or sublimation of the purified ferment from distillation. In the Arcanum Experiment, coagulation is represented by a compound called Red Pulvis Solaris, which is a reddish-orange powder of pure sulphur mixed with the Therapeutic Mercury compound, red mercuric oxide.



Figure 16. A visual representation of Coagulation from "Splendor Solis" by Salomon Trismosin, 16th Century.

 **Tria Prima (the three primes) of alchemy**



Sulphur

The fluid connecting the High and the Low. Sulphur was used to denote the expansive force, evaporation, and dissolution.



Salt

Base matter. Salt represented the contractive force, condensation, and crystallization.



Mercury

The omnipresent spirit of life. Mercury was believed to transcend the liquid and solid states, and also life/death and heaven/earth.

From his study of the elements, Paracelsus adopted the idea of tripartite alternatives to explain the nature of medicine, taking the place of a combustible element (sulphur) a fluid and changeable element (mercury) and a solid, permanent element (salt.) The first mention of the mercury, sulphur, salt model was in the *Opus paramirum* dating to about 1530. Paracelsus believed that the principles sulphur, mercury, and salt contained the poisons contributing to all diseases. He saw each disease as having three separate cures depending on how it was afflicted, either being caused by the poisoning of sulphur, mercury, or salt. Paracelsus drew the importance of sulphur, salt and mercury from medieval alchemy, where they all occupied a prominent place. He demonstrated his theory by burning a piece of wood. The fire was the work of sulphur, the smoke was mercury, and the residual ash was salt. Paracelsus also believed that mercury, sulphur, and salt provided a good explanation for the nature of medicine because each of these properties existed in many physical forms. With every disease, the symptoms depended on which of the three principal caused the ailment. Paracelsus theorized that materials



Water - Green - earth
Paracelsus - la-wonde

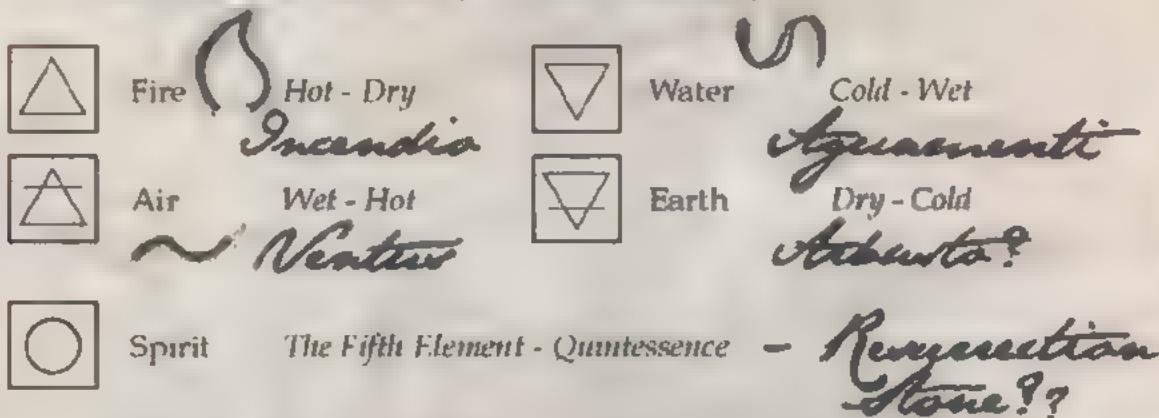


 Figure 17. Tria prima from "Della Tramutazione Metallica" by Giovanni Battista Nazari. 1599.

that are poisonous in large doses may be positive in small doses, he demonstrated this with the examples of magnetism and static electricity, where a small magnet can attract much larger metals.

The tria prima also defined the human identity. Sulphur embodied the soul, (the emotions and desires); salt represented the body; mercury epitomised the spirit (imagination, moral judgment, and the higher mental faculties). By understanding the chemical nature of the tria prima, a physician could discover the means of curing disease.

☞ The Classical Elements (The Four Elements)



In classical thought, the four elements earth, water, air, and fire frequently occur; sometimes including a fifth element or quintessence (after "quint" meaning "fifth") called aether in ancient Greece and akasha in India. The concept of the five elements formed a basis of analysis in both Hinduism and Buddhism. In Hinduism, particularly in an esoteric context, the four states-of-matter describe matter, and a fifth element describes that which was beyond the material world. Similar lists existed in ancient China and Japan. In Buddhism the four great elements, to which two others are sometimes added, are not viewed as substances, but as categories of sensory experience.



☞ Figure 18. The four elements portrayed in "Philosophia reformata" by Johann Daniel Mylius. 1622. Representing the four stages of the alchemical opus. From left to right are earth, water, air and fire.



Animals in Alchemy

Doe?

Silver -
Deer -

At the core of alchemy was a vision of an alchemical process occurring through a cycle of colour changes, from an initial blackness to the perfection of the quintessence. The alchemist envisaged each stage of the process being heralded by a colour change and a meeting with certain animals.

The Black Crow

The Black Crow, sometimes also called the Raven, is the beginning of the great work of soul alchemy. The phase of Blackening which usually marked the beginning of the work, was brought about either by heating the prima materia in the process of calcination (the 'dry way' of the alchemists), or by the process of putrefaction, a slow rotting or digestion over a period of weeks or months (the so-called 'wet way'). The Black Crow or Raven was often associated with this calcination, for on vigorous heating the calcined material would usually carbonise and layers would flake off and move like a crow's wings in the flask.



Figure 19. An image of The Black Crow, showing calcination.



Figure 20. An image of The White Swan, showing whitening.

The White Swan

The temporary phase of whitening which followed on from the black stage was symbolised by the White Swan or White Eagle. As the black mass of the calcination was reacted with other substances and heated, it took on a white crust or dusty layer which sometimes puffed up and flew in a cloud in the flask, as heat exploded bubbles of gas out of the black substance below. This was the White Eagle of the dry

Expect Potions!
Fictional relating to me?

Potions Chalice

way. In the wet way, the dark putrefying matter sometimes began to form white patches, often fungal growths floating on the surface, or white crystals growing out of the mass. This could be pictured as the White Swan, which was at home upon the surface of the water yet fed off of the dark mud at the bottom of the stream or lake. Its whiteness contrasting with the mud on which it is observed to feed, made it a fine symbol of how spiritual purity could be gained from the unpromising primal material.

The Pelican

The Pelican is shown stabbing its breast with its beak and nourishing its young with its own blood. The alchemist must enter into a kind of sacrificial relationship with his inner being. He must nourish with his own soul forces, the developing spiritual embryo within. It is used to represent multiplication, the process used to increase the potency of the philosopher's stone, elixir or projection powder. It occurs near the end of the magnum opus in order to increase the gains in the subsequent projection.



 Figure 21. An image of The Pelican, showing multiplication.



 Figure 22. The Phoenix.

Note: Phoenix does not require any brewing process

The Phoenix

In alchemy, the phoenix bird represents the culmination of the opus. Understanding the mythology of this fantastic creature reveals the reason alchemists chose it to represent successful completion of their work. As far as we know humans alone possess the knowledge of their own mortality. That we know we will die gives meaning to our days. In myth the phoenix was endowed with this

sacred knowledge. Thus, in seeing its death draw near the phoenix prepared a nest of wood and resin upon which it would perch itself. It then exposed the nest to the full force of the sun's rays. The embers, bursting into flames, consumed the phoenix and reduced it to ashes. Out of these ashes arose another phoenix. The rebirth of the phoenix reflects the aspect of immortality associated with the philosopher's stone.



Figure 23. The Peacock, representing fermentation.

to the fact that one was on the right path, and reabsorbed the energies released in initial emergence of the polarities. It was a midway point of the process, which could be seen as a false conclusion.

The Green Lion

Physically the Green Lion was usually a name for vitriol, or the sulphuric acid created by distilling the green crystals of iron sulphate in a flask. Iron sulphate was formed when iron ores rich in sulphides were left to oxidise in the air, so was readily available to medieval alchemists. The sharp penetrating sulphuric acid could create major chemical changes in many materials even to the extent of dissolving metals like iron, and copper. The Green Lion could also be the nitric acid formed from heating saltpetre or nitre and iron sulphate. Nitric acid when mixed with the acid derived from common salt, hydrochloric acid, produced aqua regia, a greenish tinged liquid that could dissolve even the noble metal gold. The Green Lion devouring

The Peacock *fig. 74*

At this point the alchemists would often encounter the Peacock's Tail, a sudden appearance of a rush of colours, an iridescence on the surface of the material in the flask, which made some think they had achieved their goal. This could arise through the formation of a layer of oil on the surface of the watery mass (in the wet way) or some oxidation-reduction reactions, say on the surface of liquid metal (in the dry way). This was the stage of fermentation in alchemical processes. It was a fleeting show of colour changes, that pointed

the sun is a famous image in alchemy being depicted in many manuscripts and engravings, and can be thought of as aqua regia dissolving the solar gold and forming a solution which could readily tinge metals with gold. To other alchemists who worked primarily with vegetable matter and processes, rather than the mineral work, the Green Lion was an image of the green raw energy of nature. Here the Green Lion which devours the sun is the

green pigment chlorophyll. The green leaves of the plant are formed out of the energy of sunlight. Alchemists often attempted to create living processes in their flasks and looked especially for precipitates or crystallisations which resembled leaves or plant forms. The Green Lion here could be a plant sap extract which was often the prima materia for their alchemical work. The Griffin, half-eagle and half-lion, was sometimes associated with the end of this stage. The eagle nature of the Griffin gave this hybrid being an ability to ascend in the flask, so it marked, in a sense, the spiritualisation of the Green Lion



Figure 24. The Green Lion, devouring the sun.



Figure 25. The Grey Wolf representing antimony.

writings published under the name of Basil Valentine. To an extent it became an analogue for the work with minerals of the Green Lion of the work with plant substance.



The Ouroboros

The Ouroboros is an ancient symbol depicting a serpent or dragon eating its own tail. The name originates from within Greek language; (oura) meaning "tail" and (boros) meaning "eating", thus "he who eats the tail". The Ouroboros represents the perpetual cyclic renewal of life and infinity, the concept of eternity and the eternal return, and represents the cycle of life, death and rebirth, leading to immortality, as in the Phoenix. The current mathematical symbol for infinity - may be derived from a variant on the classic Ouroboros with the snake looped once before eating its own tail, and such depictions of the double loop as a snake eating its own tail are common today in fantasy art and fantasy literature, though other conjectures also exist. It can also represent the idea of primordial unity related to something existing in or persisting before any beginning with such force or qualities it cannot be extinguished. The ouroboros has been important in religious and mythological symbolism, but has also been frequently used in alchemical illustrations, where it symbolizes the circular nature of the alchemist's opus. It is also often associated with Gnosticism and Hermeticism. Showing itself primarily in ancient Gnostic texts, the Ouroboros is any image of a snake, worm, serpent, or dragon biting its own tail. Generally taking on a circular form, the symbol is representative of many broad concepts. Time, life continuity, completion, the repetition of history, the self-sufficiency of nature, and the rebirth of the Earth can all be seen within the circular boundaries of the Ouroboros.



 Figure 26. The Ouroboros, swallowing its own tail, representing the perpetual cycle.



 Figure 27. The Toad. Putrefaction.

The Toad

f.g.64

The Toad was a better symbol of the Putrefaction than the Black Crow, the decaying mass slowly pulsating and shifting as gasses were given off, while the substance rotted down to a black mass.

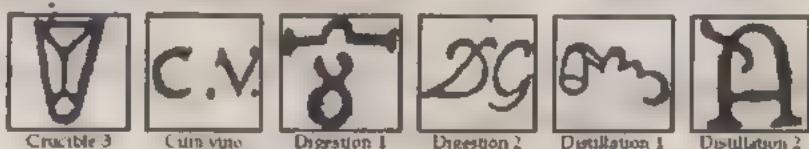
Common alchemic symbols and their meanings



Abstraction Bath Calcination Cementation 1 Cementation 2 Closed curcurbita



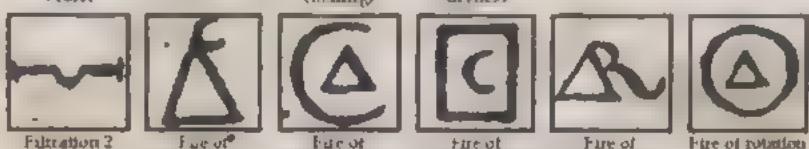
Coagulation 1 Coagulation 2 Composition 1 Composition 2 Crucible 1 Crucible 2



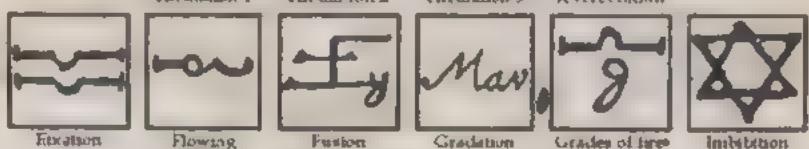
Crucible 3 Cum vino (with wine) Digestion 1 Digestion 2 Distillation 1 Distillation 2



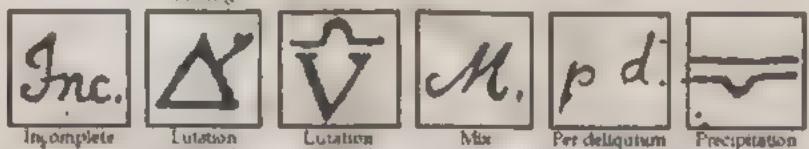
Distillation vessel Dry Ebullition (boiling) Extraction of dryness Filtrate Filtration 1



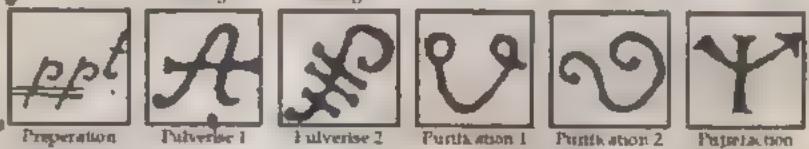
Filtration 2 Fue of circulation 1 Fue of circulation 2 Fue of circulation 3 Fire of reverberation Fire of rotation



Fixation Flowing melting Fusion Gradation Grades of fire Imbibition



Incomplete Lutation reading 1 Lutation reading 2 Mix Per deliquitum Precipitation



Preparation Pulverise 1 Pulverise 2 Purification 1 Purification 2 Purification 3



Reduction Reverberation 1 Reverberation 2 Sand bath Smoke stream Solution 1



Solution 2 Strong fire Vapour bath Weak fire Water bath Water bath

Emissio

DG

Spangify

S

Flagrare

X

Aguacante

S

A.
Reducta
>

Measuring Symbols

In this book, measures such as these have been written out in full to avoid any confusion in potion making. However, it is a required skill in later study to understand, and correctly use all alchemical symbols, including those listed below.

Time



Hour



Week



Month



Year



Day



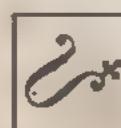
Night



Day & Night



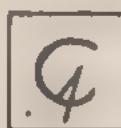
Summer



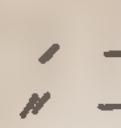
Autumn



Winter



Spring

Minutes
Seconds

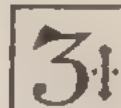
Weight



Pound



Ounce



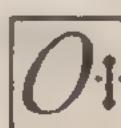
Dram



Scruple



Pinch



Pint

C.W. - Clockwise
A.C.W. - Anticlockwise



CHAPTER THREE

POTION MAKING EQUIPMENT



Introduction

You may think that the most important part of potion making is the ingredients...and you would be right, but the second most important part is the equipment you use to work the ingredients into a potion. You may think that the choice between a silver stirring rod or a wooden one won't make that much of a difference to your potion. The truth is, in fact, the complete opposite, as the following pages will discuss.

The tools you choose for potion making are very important in achieving the desired potion, just as much as using quality ingredients is. Using the correct equipment allows you to make the recipe in perfect conditions, as the author (in this case me) intended. If you use the wrong tools, or even poor quality tools, and your recipe goes wrong, it will be almost impossible to know where the problem originated.

Cauldrons

Eugenia/Euanera/Scouleria??

 Pewter - λ36



The standard cauldron for beginners, capable for use with a wide range of potions and only costing around 15 Galleons. Pewter cauldrons brew at a slow speed. This cauldron may only be used for non-state-effected potions, meaning those who's ingredients are not altered by imperfections during the brewing process.

Brass - $\lambda 64$



Costing slightly more than pewter at around 20 Galleons, the brass cauldron is the next step up for semi-experienced potioneers. The thermal conductivity of brass is twice that of pewter, meaning that the brew times for potions will be halved (a brew time of 1 hour in a pewter cauldron will reduce to $\frac{1}{2}$ hour in a brass one).

 Gold - λ 182

Gold cauldrons are the most expensive of the 5 types due to their material cost (anything from 300 Galleons upwards), they are therefore very rarely used. There are no potions (in this book) where a gold cauldron is strictly necessary, but some potioneers favour them when available due to their ease of cleaning and lack of corrosion.

 Copper - λ 204

Considered the best for all round potion making due to their mid-level price range of 45 Galleons. The thermal conductivity of copper is about 6 times that of pewter, meaning that the brew times for potions will be reduced by a factor of 6 (a brew time of 1 hour in a pewter cauldron will reduce to 10 minutes in a copper one).

 Silver - λ 235

This cauldron type is mainly used for potions linked to the lunar cycle, or those that do not require an extended period of high temperature brewing. Potions that require a silver cauldron almost always require a silver stirring rod too. Silver cauldrons are available new from 100 Galleons upwards.

Polyjuice

The symbol λ (the Greek letter *Lambda*) represents the thermal conductivity rating (Btu/(hr °F ft)) for each cauldron. As an example, the list below shows the time taken for 10 pints of water to boil at a medium heat in each.

Pewter - 20 minutes Gold - 4 minutes Silver - 3 minutes

Brass - 11 $\frac{1}{4}$ minutes Copper - 3 $\frac{1}{2}$ minutes

Incendio?

Legilens

Once you have the correct cauldron type for your potion, you will almost certainly need a number of other tools for the preparation or brewing processes. The following list details a few (by no means all) of the most commonly required equipment.

Protective Gloves

Varying thicknesses of gloves are required depending on the volatility of ingredients and potions. Simple canvas or wool gloves can be used for less potions, whereas leather or even dragonhide gloves are essential for dangerous work. Fireproof gloves, although primarily used in dragon care, are good to have on hand, particularly when it is necessary to handle potions while still hot.



Figure 28. Dragonhide gloves.

Fire Protection Potion p.g. 184

Preparation Equipment

- Before weighing and measuring your ingredients, you will usually need to sort, cut or powder them. Varying types of knife can be used (although they must always be suitably sharp) depending on the ingredient. Silver knives must be used alongside silver cauldrons and stirring rods for lunar cycle based potions. A pestle and mortar will be needed to attain a required level of pulverisation, from coarse to fine.

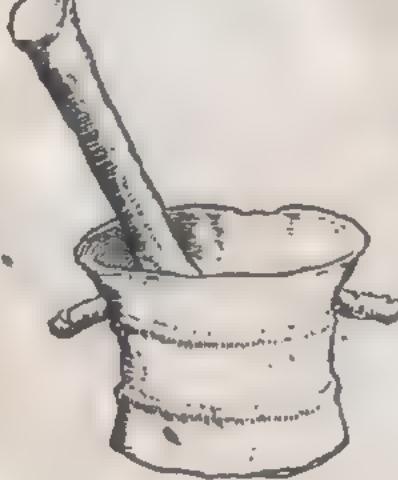


Figure 29. Pestle & mortar.

Brass Scales

An essential tool for calculating the correct amount of ingredients, a set of brass scales will set you back roughly 3 Galleons from most wizarding shops and apothecaries. It is very important to take

good care of these, as the smallest inaccuracy in measuring can cause eyebrow singeing later in the brewing process.

Other Measuring Tools

For liquids, either a graduated cylinder or a pipette must be used instead of scales. These are relatively cheap items (costing Sickles rather than Galleons) but must also be looked after carefully, and cleaned regularly to maintain their optimum usage.



Figure 30. Brass weighing scales.

Containers

For some potions, certain elements must be removed from the cauldron so that others can be worked on. Beakers, tumblers and phials are ideal for this, preferably glass or crystal.



Figure 31. A stirring rod and corresponding cauldrons.

be used when needed if no specific type is suggested. Glass rods are usually used in the later stages of potions that turn clear in their process (such as Veritaserum). A whisk may also be required.

Sieving Equipment

Materials such as parchment paper (for viscous liquids) or muslin should be readily available for the removal of unwanted sediment or ingredient remnants. Unicorn tail hair is the preferred choice, but is rare and difficult to obtain, and therefore expensive.

Note: Unicorn hair sieves are almost indestructible.

The self-stirring cauldron was invented by Gengraad Skingletton. Do not use the cauldron for potions due to inaccuracy of yield.

Displacement Equipment

At certain points in the potion brewing process, it may be necessary to remove oily residue or ingredient remnants of the surface or edges of the cauldron. A scouring charm can be used in some cases, but various syphons or scrapers are useful for this when spell use is dangerous.

Storage Equipment

Once the potion has been completed, you will need to transfer it into suitable storage containers. This is entirely dependant on the potion, and the amount produced. Storage flasks or phials are useful, but airtight containers provide a safer solution.

Label all storage containers with the potion name and the date of creation. Store potions safely in suitable environments corresponding to the individual potion requirements.



Figure 32. Examples of potion storage containers.

Impervious - watertight containers

Note: Crystall phials have less imperfections.

Self-sealing quills avoid the need to handle phials.

CHAPTER FOUR

COMMON INGREDIENTS



1. *Arabisius* - grows plants immediately



Root = 1 Gallon / 3t
Fluid - enough to extract

F.T.

at a Hagrid - Hagrid??



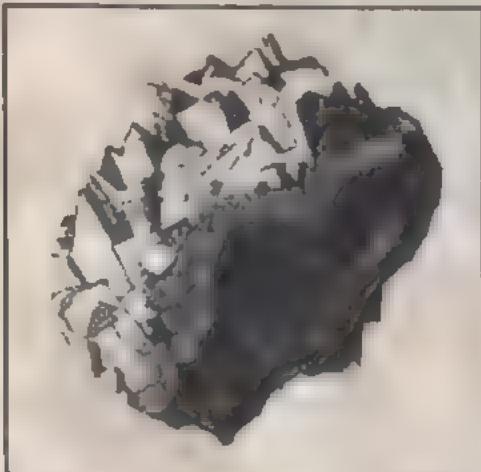
- Aconite -

Also known as Monkshood or Wolfsbane, it is a plant with magical properties. Once widespread, this plant is now only found in wild places. Its flowers are useful in potion-making, but its leaves are very toxic. Aconite is most commonly known as an ingredient of Wolfsbane Potion. The root of aconite can be used as a potion ingredient.



- Acromantula Venom -

A highly valuable fluid that is secreted from the pincers of an Acromantula. Due to the nature of the Acromantula, the venom is virtually impossible to collect from a live specimen. The venom is therefore easier to collect after the death of the creature, but the venom dries out not long after death, so a Wizard must be swift in collecting it.



- African Sea Salt -

Salt extracted from one of the seas in or bordering Africa. This variety is particularly pure, making it the alchemist's choice for potion making.



- Alihotsy -

Also known as the Hyena tree. The leaves of the plant can induce hysteria and uncontrollable laughter. Finely chopped Alihotsy leaves are used as an ingredient for the Laughing Potion. The leaves' mirth-inducing properties can be damaged by stirring the potion too vigorously following its addition to the mixture.

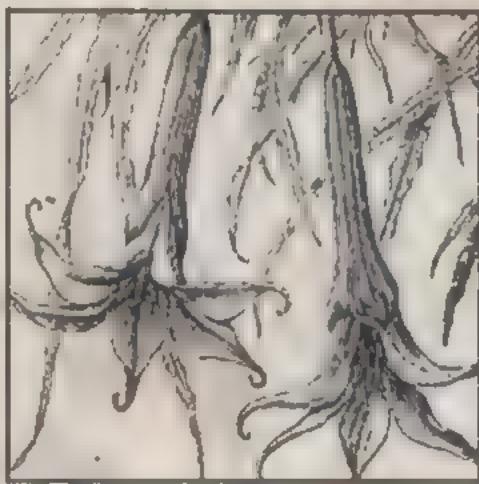
* Draught of Living
Death p.g. 96

15 A



Ammoniacum -

A gum-resin exuded from the stem of a perennial herb (*Dormia ammoniacum*) of the umbell family (Umbellaceae). *Ammoniacum* has a faintly fetid unpleasant odour; externally it possesses a reddish-yellow appearance and a waxy lustre.



- Angel's Trumpet -

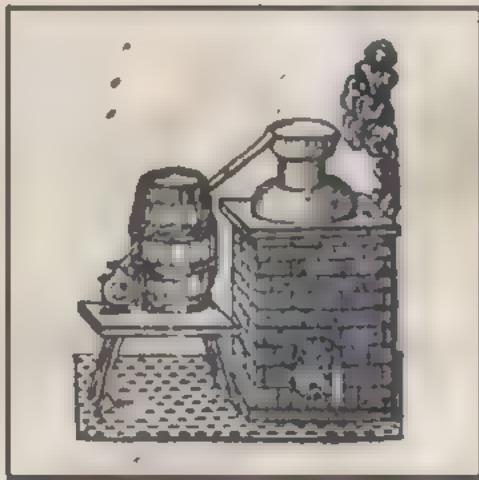
A genus of flowering plants. All parts of the plant contain dangerous levels of poison and may be fatal if ingested by humans or animals. This plant is used in non edible potions only.

* Vogel's Evangelium
(Zitat Dorian)



- Antimony - (chemical symbol: Sb)

A chemical element. In its elemental form is a silvery white, crystalline solid. Antimony reaches its melting point at 630.63°C (1167.13°F). Given this, liquid Antimony is a not-so-common potion ingredient, or else that it is bewitched to melt without heating.



- Aqua Vitæ -

A term used to refer to distillates of alcoholic beverages. The creation of Aqua Vitæ was a common alchemic experiment among European alchemists in the Middle Ages.

Water of Life



Note: *stalactites allowed to
burn out treated weaks and*

A - B



- Ashwinder Egg -

Eggs of the Ashwinder, a magical serpent which is born from the embers of an unattended magical fire. Extremely hot and flammable, and, if not frozen in time, will set fire to the surrounding area. Frozen eggs are also a common ingredient in potions, particularly Love Potions. They can also be swallowed whole as an antidote to ague.



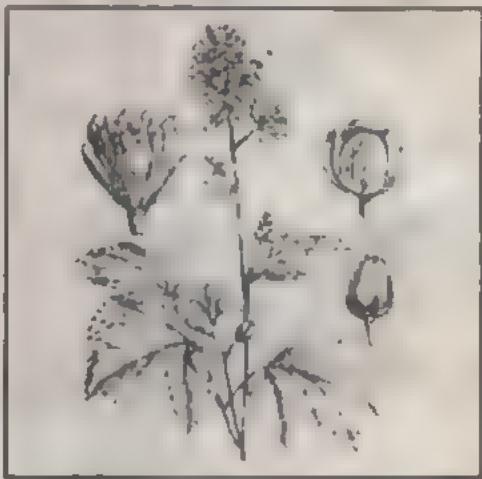
- Asian Dragon Hair -

Usually referring to hair from The Chinese Fireball, also known as the Liondragon, a dragon native to China. This breed of dragon generally yields females that are larger than males. They are mentioned to be very fast and clever, at least for a dragon. The eggs of the Fireball are vivid crimson speckled with gold.



- Asphodel -

Also known as Royal Staff, is a member of the lily family and has long and slender leaves. It is found worldwide, and was known to grow in the Hogwarts grounds. Powdered root of Asphodel is used in the creation of various potions, such as the Draught of Living Death and the Wiggenweld Potion.



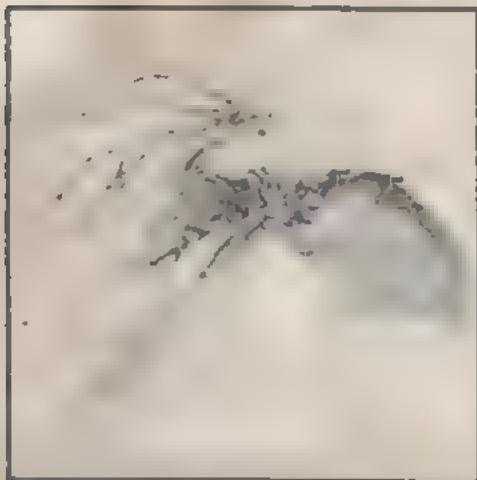
- Baneberry -

Also known in England as Herb Christopher, is a genus of flowering plants. The berries are the most poisonous part of the plant, and they are used in the making of the Baneberry Potion. A small branch with green leaves and clusters of both red and white berries. Baneberry is believed to ward off plague, insects, and vermin but attract toads.

*Baneberry Potion
(Fatal)*

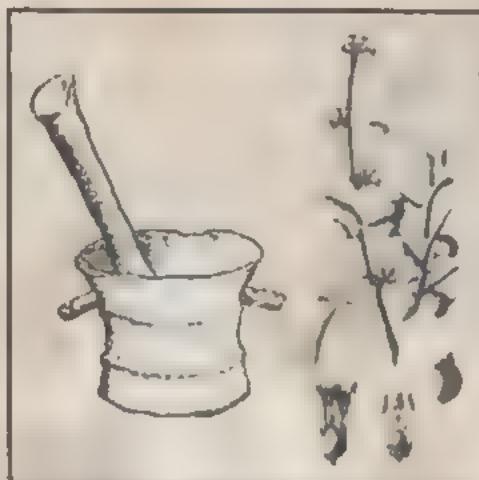
L.E.

B



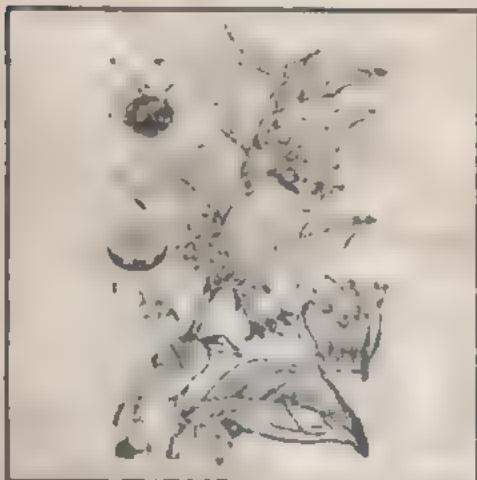
- Bat Wing -

The wings of bats are comprised of a membrane with some degree of elasticity, around their flexible finger bones. Bat wings are also much thinner than the average wing of a bird. They are a required ingredient of an Armadillo Bile Mixture (19 fl.oz. of bat wings for each 125 fl.oz. of potion).



- Bdellium -

Also spelt bdellium or bdellion, is an aromatic gum-like myrrh that is exuded from the tree species *Commiphora wightii* and *Commiphora africana* and at least one other Indian species, *Commiphora stocksiata*. Bdellium is a component of Belch Powder.



- Belladonna -

A mundane plant with magical uses. Fluids from the poisonous plant are used as part of a standard potion making-kit. Other names for Belladonna are Atropa, Deadly Nightshade, Deaths Herb, Dwale, and Witch's berry. The seed of the Belladonna plant is purple. Some believed belladonna to be the favourite plant of the devil.



- Betony -

A genus of annual or perennial herbs, regarded as the most important medicinal herb to the Anglo-Saxons of early medieval Great Britain. Betony has healing properties, and is used in wizarding remedies: dried betony leaves are used in the treatment of dog bites.

* Use *an aconite tincture*
to aid flying ability

* Antidote to Most Common Poisons
(non-offensive against Basilisk)

B



- Bezoar -

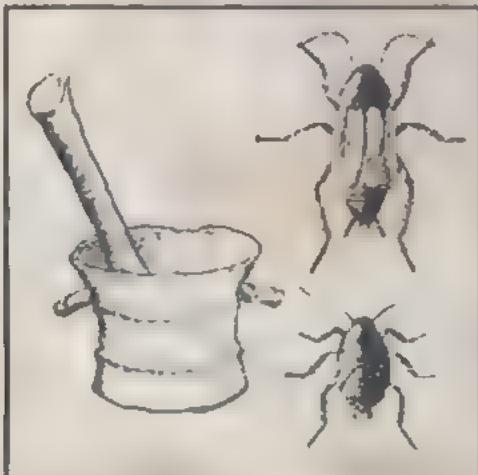
A stone-like mass taken from the stomach of a goat that acts as an antidote to most poisons. Bezoars are used in the preparation of the Antidote to Common Poisons. This object is usually made of hair, plant fibre, or similar indigestible matter that stays in the gut of an animal and forms a hard ball or "stone".



- Billywig Sting -

The sting of the Billywig has the ability to make a person float off the ground. It is used as an ingredient in several potions, including the Antidote to Uncommon Poisons. It is also rumoured to be an ingredient in the popular sweet fizzing Whizzbees. The stings produce a slime, which can be extracted.

Note: Since allergic reaction can cause permanent mutation



- Blatta Pulvereus -

"Blatta" is the Latin term to refer to lucifuge insects: any insect that shuns the light, such as cockroaches, moths, or bookworms, although it specifically refers to cockroaches in the Italian language. "Pulvereus" is the Latin root of the modern English word "pulverised".



- Bloodrot -

A perennial flowering plant. Its flowers have delicate white petals and yellow reproductive parts. Bloodroot and its extracts kill animal cells, and thus, internal use is inadvisable. Bloodroot is used as an ingredient for the Bloodroot Poison.

F.F.

B



- Blowfly -

A common name for members of *Calliphoridae*, a family of flies. Dead blowflies can be used as a potion ingredient and are fed to the Giant Purple Toads at the Magical Menagerie.



- Boomslang -

(*Dispholidus typus*) Relatively small, venomous colubrid snakes native to sub-Saharan Africa. The skin of a boomslang is mostly green in males and brown in females. A boomslang's diet consists mostly of small lizards and frogs, swallowed whole. Their venom is highly poisonous, but slow to act.



- Bubotuber Pus -

The liquid found in the swellings of the magical Bubotuber plant. It is very valuable for its acne-ridding qualities. It is a thick, yellowish-green liquid and smells strongly of petrol. Bubotuber pus is collected by squeezing the swellings on the plant, and catching the pus that bursts out in bottles.



- Bundimun Secretion -

A magical substance, produced by the Bundimun, known to be an extremely acidic substance that could rot a building's structure. When diluted, the secretions of the Bundimun are known to be used in some magical cleaning products.

Balrog juice - skin dried and shredded

** Great success areas*

Magicleaner pg. 166

* Detritus nation

B-C



- Bursting Mushroom -

A type of large mushroom with a white stalk and red and white spotted cap. When approached, a bursting mushroom will swell and shrink rapidly before violently exploding with enough force to damage a human. Bursting mushrooms grow in forests such as the Forbidden Forest in Scotland.



- Castor Oil -

A vegetable oil extracted from the castor bean. It was used as a potion ingredient and sold at the apothecaries for 4 galleons a bottle. It is also kept in most Hospital Wings.

* 4 Gallons/branch



- Centaury -

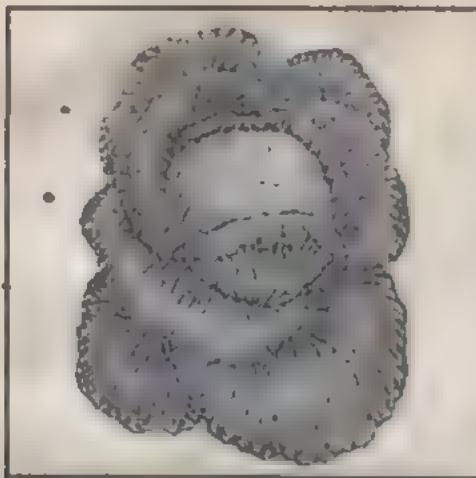
Centaurea erythraea is a species of flowering plant in the gentian family known by the common names Common Centaury and European Centaury. It has small pink flowers and is native to Europe and Asia.



- Cherry -

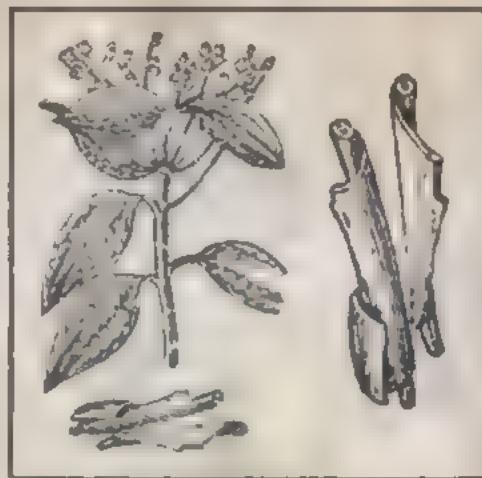
A small fruit, usually consisting of two small red fruits, each having their own stems connected by a small tip at the top. They are an ingredient of the Invisibility Potion. The branches or wood of cherry tree is also used in making wands.

*Note: Cherry wood used for wands
(Mahoutteca)*



- Chinese Chomping Cabbage -
- A magical plant that is native to China. As the name suggests, it has the ability to chomp on foods, such as carrots.

* *Recovering after
other illnesses
life-span*



- Cinnamon -

A spice obtained from the inner bark of several trees from the genus *Cinnamomum* that is used in both sweet and savoury foods. Cinnamon is used in potion brewing. It is also a flavour of Bertie Bott's Every Flavour Beans.

* *Bertie Botts Every Flavour Beans*



- Cockroach -

An insect of the order *Blattodea*, sometimes also called Blattaria, of which about 30 species out of 4,600 total are associated with human habitats. The name "cockroach" comes from the Spanish word for cockroach, *cucaracha*, transformed by English folk etymology into "cock" and "roach".

* *Blatta Pilosissima*



- Cowbane -

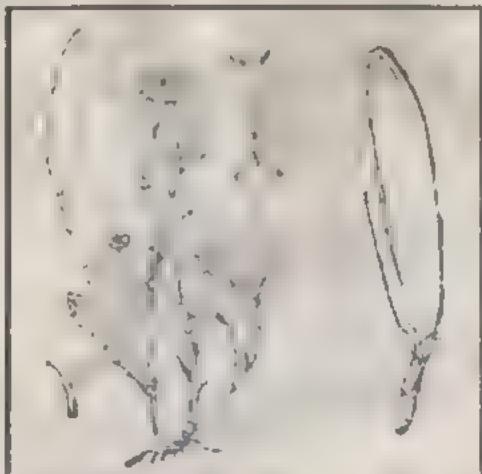
The common name of *Cicuta virosa*, a poisonous plant. It can be used as a potion ingredient in potions such as the Shrinking Solution. Native to northern and central Europe, northern Asia and north-western North America. It is a perennial herbaceous plant which grows up to 1-2m tall.

F.F.

C-D

**- Crocodile Heart -**

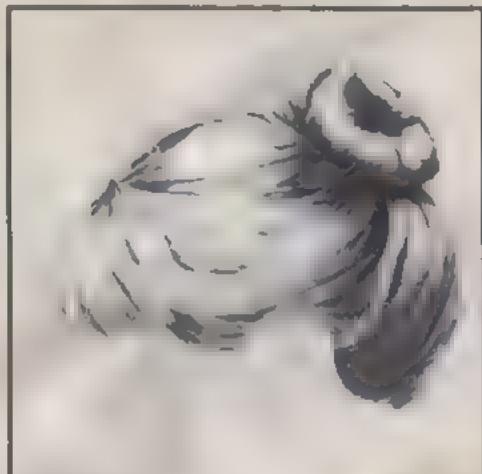
The Crocodile, from the family Crocodylia or Crocodilia are an order of large, predatory, semiaquatic reptiles. They have a four-chambered heart and, somewhat like birds, a unidirectional looping system of airflow within the lungs, but like other reptiles they are ectotherms.

**- Daisy -**

A common European wild-flower with white and yellow flowers. Its roots are an ingredient used in the Shrinking Solution and Essence of Daisyrout. Daisies are also used in the brewing of alcoholic beverages, such as the Daisyrout Draught.

**- Dandelion Root -**

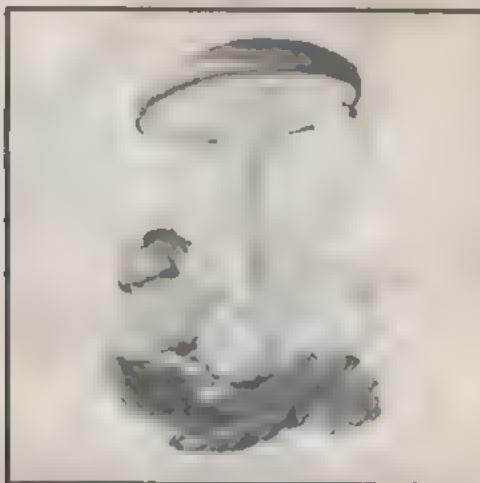
Taraxacum is a large genus of flowering plants in the family Asteraceae. They are native to Eurasia and North and South America, and two species, *T. officinale* and *T. erythrospermum*, are found as weeds worldwide. Dandelion, also called fairy clock, fortune teller, witch gowan, and witches' milk.

**- Dandruff -**

A condition in which the scalp sheds an excessive amount of dead skin cells, often accompanied with itching. Though not as commonly used as hair, dandruff is acceptable as the genetic material of the person that the drinker wishes to transform into for the Balrogum Potion.

* Hair is more effective

* Deathcap Poison 1/2 D



F.F.

- Deathcap -

The deathcap mushroom (*Amanita phalloides*) is believed to be the cause of most mushroom-related poisonings worldwide, as it resembles edible mushrooms. Much more well-known is the Fly Agaric Mushroom (*Amanita muscaria*), a cousin of the deathcap, recognisable worldwide for its bright red cap with white spots.



F.F.

- Dittany -

A powerful healing herb and restorative. Its use makes fresh skin grow over a wound, and after application, the wound seems several days old. In addition to its essence being applied topically, the raw plant can be consumed to heal shallow wounds. Also known as Burning Bush, it sometimes releases flammable vapours.



- Doxy Egg & Venom -

The Eggs are black in colour. Being that the Doxy is a fairy-like creature, Bowtruckles will apparently eat their eggs as readily as fairy eggs. Doxes bury their eggs underground and can lay up to five hundred at once. The eggs generally hatch in two to three weeks. Venom can be tricky to harvest.



- Dragon Blood -

The blood of any of the many species of dragon, has a number of magical properties, and is fairly expensive to buy bottled. It has at least ~~five~~ ^{five} uses, the discoveries of which are typically all credited to Albus Dumbledore, although Ivor Dillorsby claimed that he had already discovered eight of them.

12 were discovered by
Prof. Dumbledore

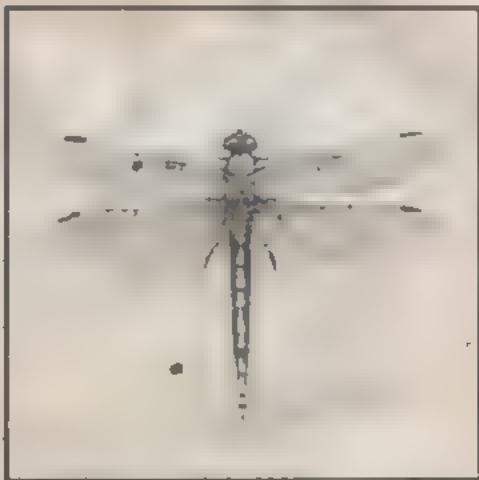
* *Deathcap on the third floor*

Reducto



- Dragon Horn -

A common potion ingredient. The powdered horn of a Romanian Longhorn is highly valuable and used in many potions. However, the excess trading of it caused the numbers of the Longhorn to fall considerably, and so the horn was rated a Class B Tradeable Material.



- Dragonfly Thorax -

A dragonfly is an insect belonging to the order Odonata, the suborder Epiproctia or, in the strict sense, the infraorder Anisoptera. It is characterized by large multifaceted eyes, two pairs of strong transparent wings, and an elongated body. The thorax is a required ingredient of the Gilding Potion and Dragon dung Fertiliser. ??



- Eagle Owl Feather -

Sometimes called the European eagle-owl and is, in Europe where it is the only member of its genus besides the snowy owl, occasionally abbreviated to just eagle-owl. This bird has distinctive ear tufts, the upper parts are mottled black and tawny and the wings and tail are barred. The underparts are buff, streaked with darker colour.

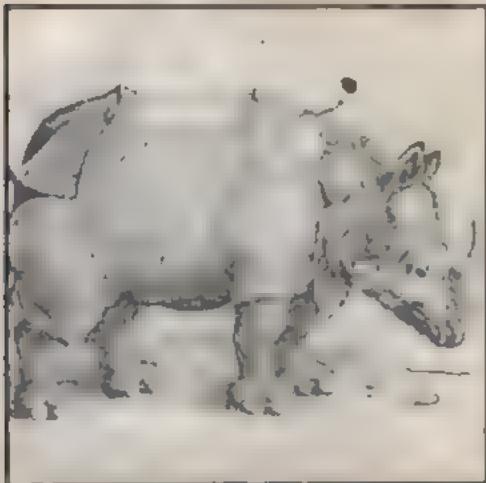


- Eel Eye -

An ingredient for the Bulgeye Potion. Apothecaries tend to sell jars of eels' eyes for one Galleon each. According to St Mungo's, one must stand naked in a barrel of eel's eyes at the full moon with a frog's liver tied tightly about one's throat to cure Spattergroat; the legitimacy of this claim remains somewhat unconfirmed.

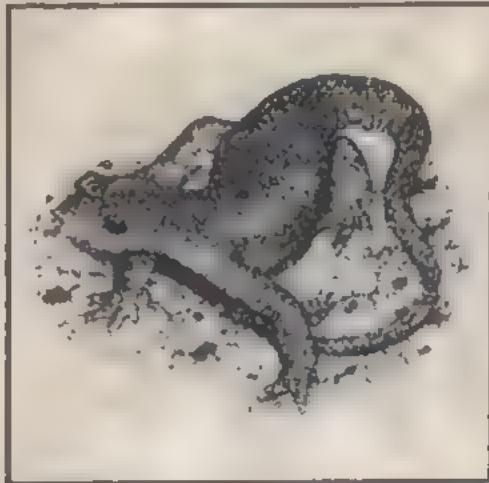
* Caution: Spattergroat - remedy for diggings. Eliminate?

E - F



- Erumpent Horn & Tail -

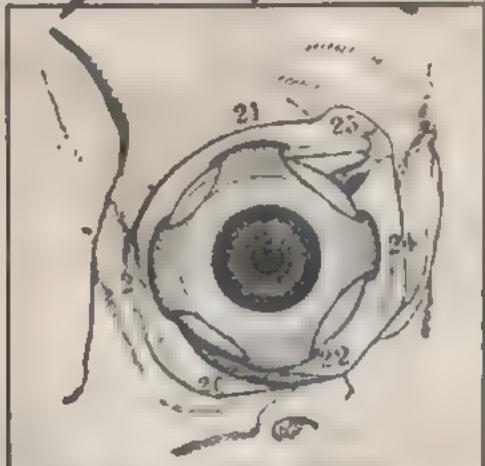
Powerful magical objects that come from the Erumpent. The horn contains a deadly fluid that causes whatever it is injected into to explode. They are highly prized as potion ingredients, but are listed as a Class-B Tradeable Material. Erumpent tails are long and rope-like.



- Eye of Newt -

Used as a thickener in most potions. In "bloodthirstier" times in wizarding history, before the passage of Legislation regarding animal cruelty, young wizards and witches were expected to personally pop out the newt eyes they were using in potions.

** Wilfred Elphick: 1112 - 109*



- Eye Ball -

Globular organs that detect light, and send that information to the brain via electric impulses, in order to form an image of the surrounding environment. Usually bought in bottles of formaldehyde. Eyeballs from many types of animal can be required for potion making.



- Fairy Wing -

Used as an ingredient in the Girding Potion. Because fairies are very hard to approach and to capture, their wings are considered as precious ingredients.

Removal is non-fatal.

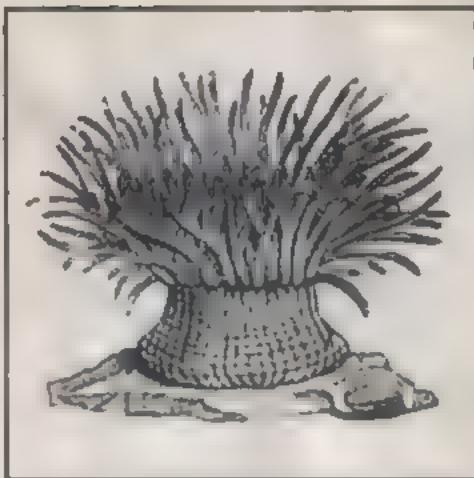
** Beautification
Potion?*

Notes: Newts are patient as bats in an tongue.

Notes: Check against Devil's Snare by offering a living creature.

Devil's Snare

Scarlet glow
around wings



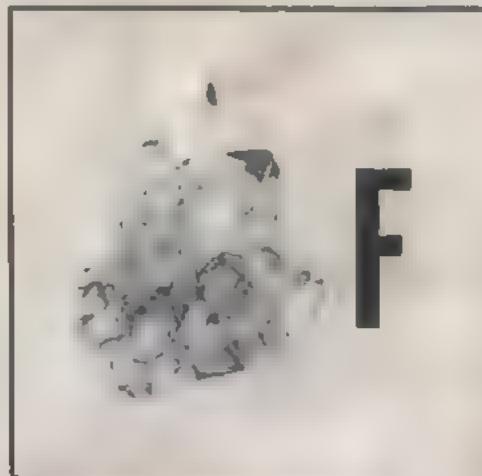
- Flutterbloom -

A magical plant that has long, swaying tentacles. It bears a strong but superficial resemblance to the deadly plant Devil's Snare, but it is harmless, so much so that wizards and witches keep it as an indoor plant or grow it in their gardens.

- Flutterby -

A magical species of moth. Flutterby moths have orange glowing wings and hum characteristically lightly and playfully when in flight, almost like if they were laughing. Flutterby moths are attracted to heat.

F.F.



- Flobberworm Mucus -

Also known as Flobberworm mucus and Flobber Mucus, is a sticky and green substance that is extracted from the Flobberworm. This mucus is used to thicken potions and it is one of the vital ingredients to a Wiggenweld Potion.

- Fluoride - (chemical symbol F)

An inorganic anion of fluorine with the chemical formula F. It contributes no colour to fluoride salts. A natural chemical compound that is effective at preventing tooth decay. As such, it is commonly used as an ingredient in toothpaste, and is sometimes introduced into local water supplies.

Hogwarts attire
(Potions??)

F



- Fluxweed -

A member of the mustard family (genera *Brassica* and *Stratis*) known for its healing properties. When picked at the full moon, it can be used in the making of the Polyjuice Potion. Sixteen scruples are needed to make the potion.

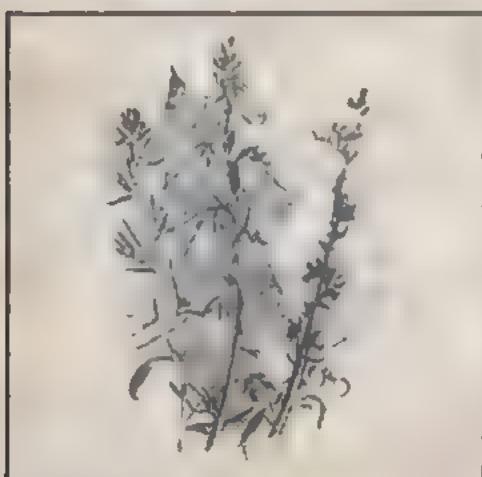
334

Black lake?



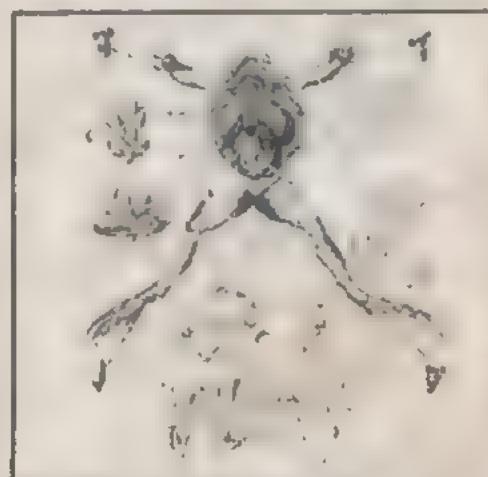
- Flying Seahorse -

A variant of regular seahorses, known for their ability to fly when provoked. They are found throughout lakes in Scotland, the most notable being the Black Lake. They have yellow-mottled skin and black eyes. An ongoing sport at Hogwarts School of Witchcraft and Wizardry is a game called "Flying Seahorse Fishing".



- Foxglove -

(*Digitalis*) Also known as Witches' Fingers, Goblin Gloves, and in Celtic *lus na mban sidhe*, Foxglove is a highly toxic plant. It was associated with death and magic in Medieval European folklore. Eating the plant can cause heart failure.



- Frog Brain -

Frogs are a diverse and largely carnivorous group of short-bodied, tailless amphibians composing the order *Anura*. They have a highly developed nervous system that consists of a brain, spinal cord and nerves. The brain is much like that of a human, but the cerebrum is relatively smaller.

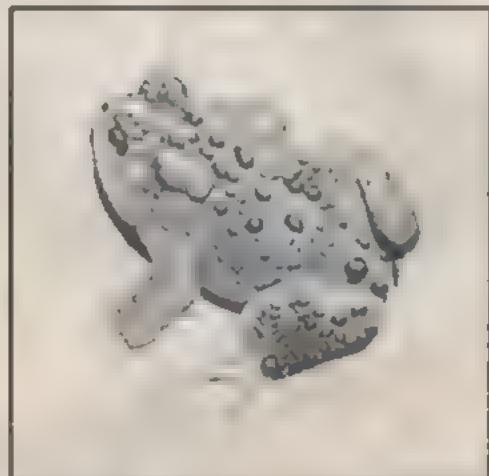
* *Poisonous Potion*

G



- Galanthus Nivalis -

Also known as the common snowdrop. Snowdrops are among the first bulbs to bloom in spring and can form impressive carpets of white in areas where they are native or have been naturalized. These plants are used in the Muggle world in the treatment of Alzheimer's and may be useful in memory potions.



- Giant Purple Toad Wart -

Warts extracted from a Giant Purple Toad. It is tricky to extract the warts from the Giant Purple Toads, they tend to become aggravated and attempt to disappear into boxes or other hideouts. Giant Purple Toad warts are an essential ingredient for the Dragon Tonic.

Fred and George



- Ginger -

Ginger produces a hot, fragrant kitchen spice. Young ginger rhizomes are juicy and fleshy with a very mild taste. Mature ginger roots are fibrous and nearly dry. Ginger has several medical uses such as treating stomach issues, the common cold, and aches and pains. Ginger roots are used as part of the Wit-Sharpening Potion.

* *Ginger Newts*

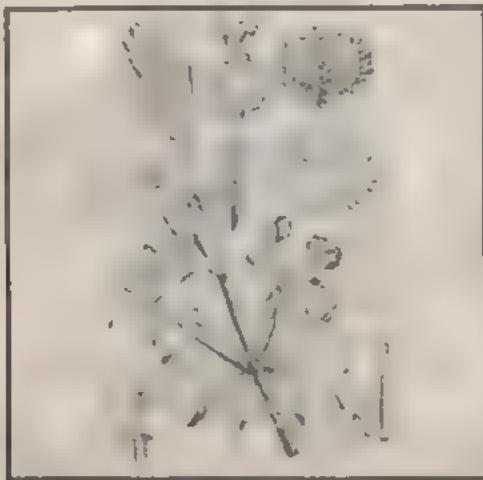


- Gnat Heads -

A gnat is any of many species of tiny flying insects in the Dipterid suborder Nematocera, especially those in the families Mycetophilidae, Antsopodidae and Sciidae. The cephalic parts of gnats are most commonly used in potion making.

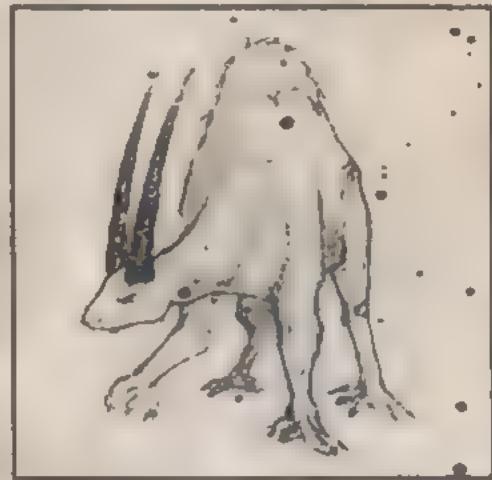
*Stay and Jigges
Agnodilexy*

G - H



- Goosegrass -

(*Caltium epurine*) A species of plant in the madder family, yellow in colour. Goosegrass is a traditional medicine used for skin ailments and scurvy, and its roots may produce a red dye.



- Graphorn Horn -

Highly prized as a potion ingredient when it is ground into a powder. It is obtained from the Graphorn, and is extremely expensive due to the difficulty of obtaining it from the fierce and aggressive animal.

F.F.?



- Griffin Claw -

The claws of the griffin, a magical creature with the front of an eagle and the hindquarters of a lion. ~~It is not specified whether the claws are from the talons of the eagle half of the animal, or the claws of the lion half.~~ When powdered, the claw can be used as an ingredient in the Strengthening Solution.

Eagle claws?



- Hellebore -

A flowering plant used in Herbology and as an ingredient in Potion-brewing. Syrup of Hellebore is a substance extracted from the Hellebore plant. Hellebore is used to treat paralysis, gout, and insanity. However, many varieties of hellebore are toxic, and can cause symptoms ranging from vertigo to cardiac arrest.

F.F.

* Bought of Race fig. 100 Note: Native to Europe; only in Britain would only live in gl.

* Blue liquid

H



- Hemlock -

The common name of *Conium maculatum*, a perennial herbaceous flowering plant widely known for being highly poisonous. It can be used as a potion ingredient, and a "good glug" of hemlock essence is an ingredient in Zygmunt Budge's recipe for Doxycide.

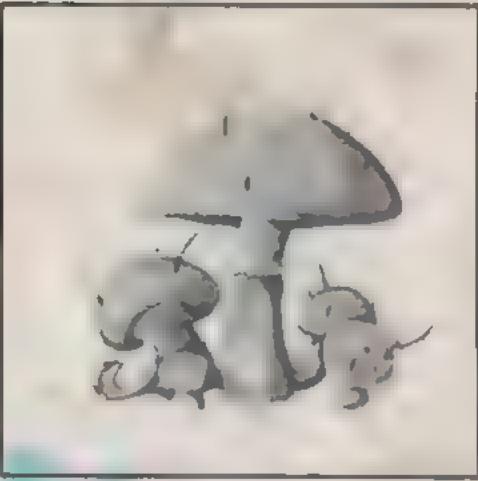
F.F.



- Honey & Honeywater -

A sweet substance made by bees from the nectar in flowers. It is consumed by humans as a foodstuff, and can also be used by wizards as a potion ingredient. Honeywater is a solution of honey diluted in water which has a distinctive yellow colour. Drops of Honeywater are required to brew a Wiggenweld Potion.

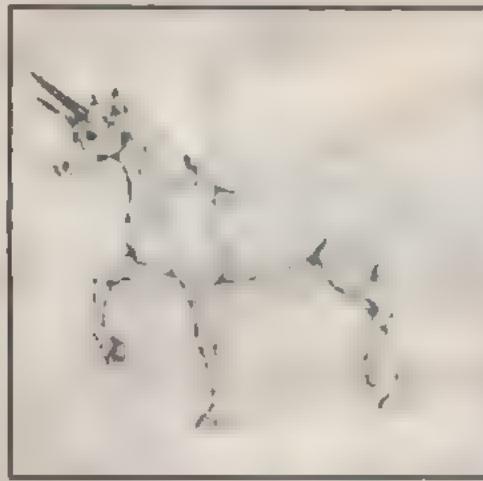
Mainly to enhance flavor in confection



- Horklump Juice -

A substance extracted from Horklumps. The fact that this juice is used in potions seems to contradict a line in 'Fantastic Beasts and Where to Find Them' claiming that the Horklump has no discernible use. However, it is possible that Newton Scamander was merely unaware of Horklump juice's use in potions.

F.F.



- Horn of Bicorn -

Bicorns possess two large horns. These horns are shed annually and are gathered when the Bicorn is not looking. One powdered horn is a required ingredient for Polyjuice Potion.

Fig. 112

* other Bees as Bulbina

* Seed as Earthworm
* Seed as Gnome

I - J - K



- Infusion of Wormwood -

A substance derived from the wormwood plant. A notable use of the infusion is that it can be used in potion making, along with powdered root of asphodel, to create the Draught of Living Death.



- Jewelweed -

A common name for members of the genus *Impatiens*, specifically those species which grow in the Nearctic ecozone. A potent extract of jewelweed is an ingredient in Fergus Fungal Budge.

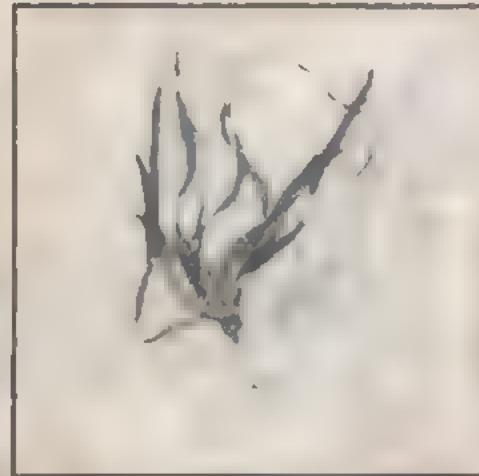
See Wormwood

fig. 96



- Jobberknoll Feather -

The Jobberknoll is a small, blue speckled bird that never makes any noise until the moment before it dies. At this point, it lets out a long scream, which consists of every sound it ever heard backwards. Jobberknoll feathers are used in Truth Serum and Memory Potions. Its main food supply is small insects and lives in northern Europe.



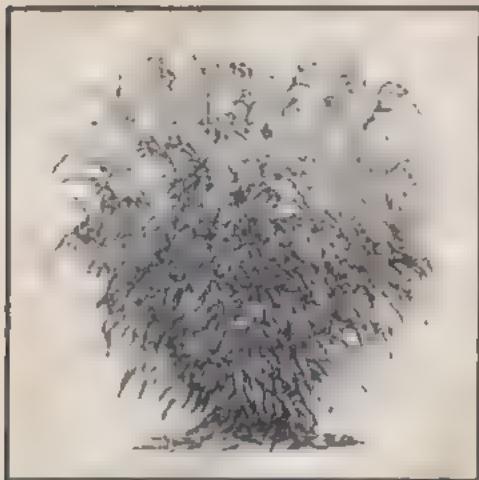
- Kelp -

Kelps are large seaweeds belonging to the brown algae *Phaeophyceae* in the order *Laminariales*. There are about 30 different genera. Giant kelp can be harvested fairly easily because of its surface canopy and growth habit of staying in deeper water.

Black Lake

Veritatem pg. 120

K - L



- Knotgrass -

Knotgrass refers to several species of the *Polygonum* genus found in England and Europe. Most commonly *Polygonum aviculare*, which hails the growth of animals. An essential ingredient of the Polyjuice Potion and in the brewing of alcoholic beverages such as Knotgrass Mead. Knotgrass can be found growing in the Forbidden Forest.



- Lacewing Fly -

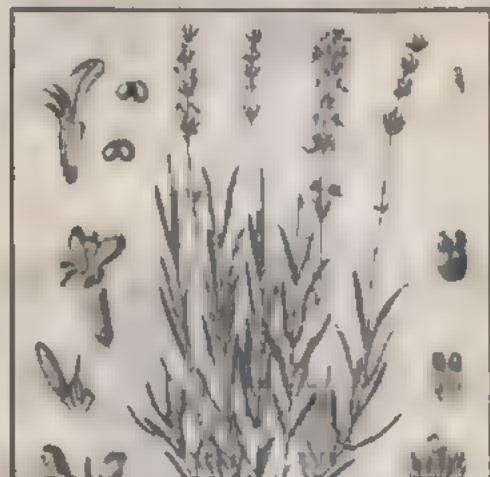
The insect order Neuroptera, or net-winged insects, includes the lacewings. They are small green insects with large, transparent wings. Stewed lacewing flies are an ingredient used in the Polyjuice Potion. Lacewing flies are properly stewed in twenty-one days.

Steep for 21 days
Magical Menagerie



- Lady's Mantle -

A small herbaceous plant with characteristic fan-shaped leaves with small teeth at the tips, covered in soft hairs that makes water bead on them. Lady's Mantle is an ingredient in Zygmunt Budge's recipe of the Beautification Potion.



- Lavender -

A flower noted for its "beautiful colour" and "calming fragrance." It can be used as an ingredient in a variety of potions. Lavender is a type of plant found on almost all continents. It has a purplish colouring and it has a colour named after it. Lavender oil is used to prevent infection.

Flavours

Note: Too much of this causes a colour change from orange to green



- Leech & Leech Juice -

Small slug-like creatures that live in water. They feed on human blood and/or that of other small invertebrates. The *Hirudo medicinalis* species, known as the medicinal leech, are used in potion-making. Leech juice is a fluid comprised of crushed and liquified leeches. Errors in measuring for potions can cause the mixture to become poisonous.



- Lemongrass -

Cymbopogon, commonly known as lemongrass is a genus of about 45 species of grasses, native to warm temperate and tropical regions of the Old World and Oceania. It is a tall perennial grass. An ingredient in Glomichops Lemongrass Hand Lotion, a high-intensity hand lotion with a warning that it was not to be used on the face.



- Lethe River Water -

Lethe is one of the five rivers of Hades. Also known as the *Amnis potamos* (river of unmindfulness), the Lethe flowed around the cave of Hypnos and through the Underworld, where all those who drank from it experienced complete forgetfulness. It is thus used as an ingredient in the Forgetfulness Potion.



- Lionfish -

A venomous fish. They are notable for their extremely long and separated spines, and have a generally striped appearance, red, green, navy green, brown, orange, yellow, black, maroon, or white. Spine of lionfish is part of a student's standard potion-making kit.

Page 154

Note: Care must be taken to avoid
- otherwise

L - M

Stewed
Mandrake

- Lovage -

(*Lovisticum officinale*) A plant similar to celery, whose fruit and seeds are used in cooking. It has been used in herbal medicines for centuries, especially to facilitate digestion. Lovage is "most efficacious in the inflaming of the brain", and is used as an ingredient in Confusing and Befuddlement Draughts.



- Mandrake -

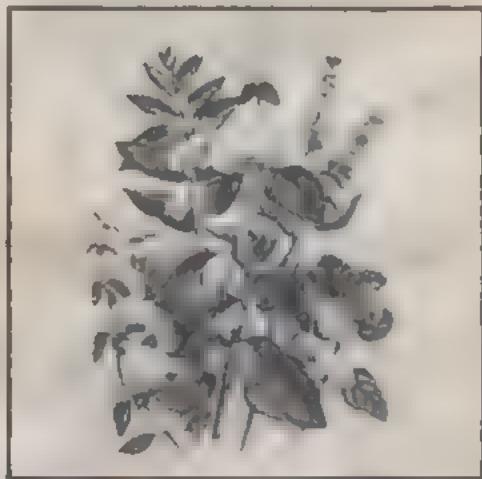
Also known as *Mandragora*, is a plant which has a root that looks like a human (like a baby when the plant is young, but maturing as the plant grows). Whenever unearthed, the root screams. The scream of a mature Mandrake will kill any person who hears it. A young Mandrake's screams will usually only knock a person out for several hours.

Nott: Pull out by hand



- Mastic -

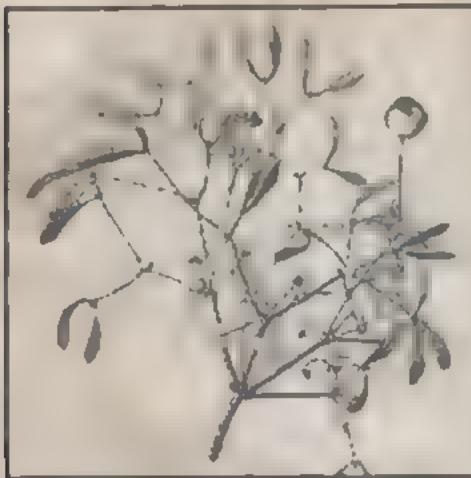
A kind of resin obtained from the mastic tree (*Pistacia lentiscus*). Originally a liquid, mastic is sun-dried into drops of hard brittle translucent resin. When chewed, the resin softens and becomes a bright white and opaque gum. The flavour is bitter at first, but after some chewing releases a refreshing, slightly pine or cedar-like flavour.



- Mint -

A genus of strongly scented herbs. Peppermint is one particular variety of mint commonly used in potions. Mint has healing properties, and is used in wizarding remedies: dried mint leaves are used in the treatment of dog bites. Mint is also used to flavour certain sweets, such as mint humbugs and after-dinner mints.

F.F.



- Mistletoe -

The berry of the mistletoe is small, white, and waxy. It is used as an ingredient in potions, including the Antidote to Common Poisons. The use of mistletoe berries as an ingredient in the Antidote to Common Poisons is ironic: the non-berry parts of the mistletoe plant are extremely poisonous, causing intense stomach pain, diarrhoea, low pulse, etc.



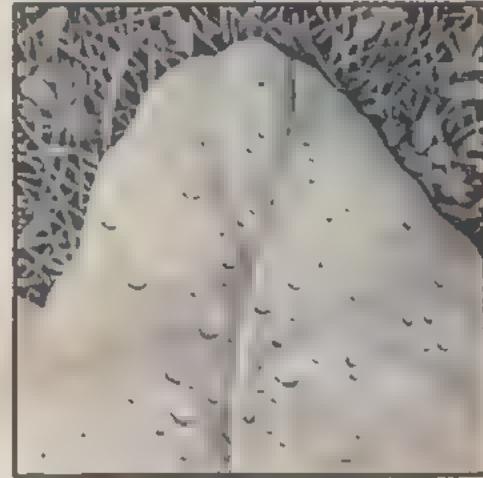
- Moly -

A powerful plant resembling a Snowdrop with many powerful properties. Moly plants are known to protect against Dark Enchantments, and can be eaten to counteract them. Moly plants are easily recognised by their distinctive black stems and white flowers. This particular herb is used in the brewing of the Wigenweld Potion.



- Moonstone -

Also known as the wishing stone, is a gemstone of medium value. Moonstones are a milky colour and shine very brightly, almost as though they are a source of their own light. They are a useful potion ingredient; powdered moonstones are used as an ingredient for the Draught of Peace and in several Love Potions.



- Morning Dew -

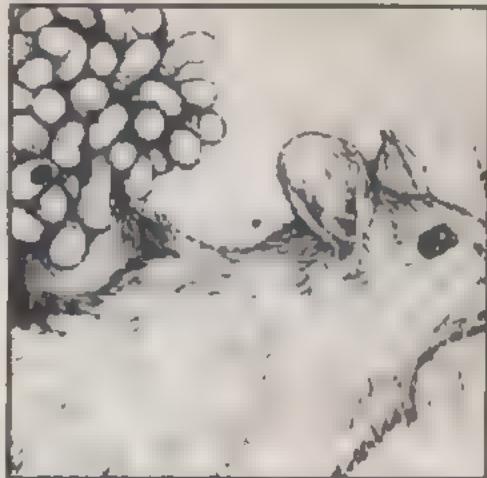
Morning dew, also simply known as dew, is water that collects on the leaves of plants in the early morning due to condensation. Morning dew is used in Zygnumt Budge's version of the Beautification Potion.

M-N

* *Pink/Lilac flowers*

- Motherwort -

- (*Leonurus carduus*) A herbaceous perennial plant in the mint family, *Lamiaceae*. Other common names include Throw-wort, Lion's Ear and Lion's Tail. Lion's Tail also being a common name for *Leonotis leonurus*, and Lion's Ear, a common name for *Leonotis nepetifolia*.



- Murtlap Tentacle -

A rare potion ingredient that can be obtained from a Murtlap. When a Murtlap tentacle is eaten, they heighten resistance to curses and jinxes, but an overdose has the side-effect of purple ear-hair. It is used in the creation of Murtlap Essence.

Note: *Pink Statice, pink to brighten** *Attack feet*

- Mushroom -

Also known as a toadstool, is the spore producing part of a fungus, which is the portion of the organism visible above ground. Though some varieties are poisonous, other types of mushrooms are edible.



- Neem Oil -

(*Azadirachta indica*) Also known as Nimtree and Indian Lilac is a tree in the mahogany family *Meliaceae*. Oil is extracted from the seeds of the neem tree. A potent extract of neem oil is an ingredient in Fergus Fungal Budge.

'One Thousand Magical Herbs and Fungi'
- Phyllida Space

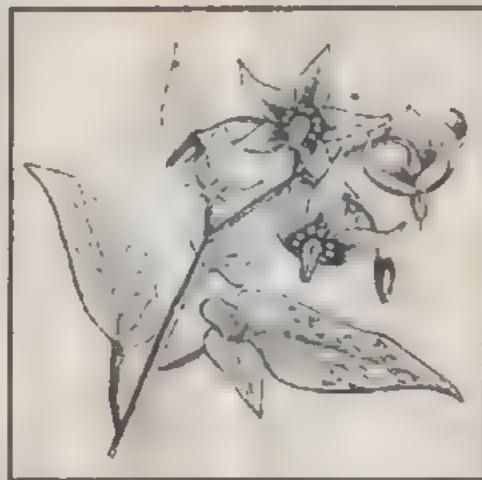
N-O

F.F.



- Nettle -

Also known as the stinging nettle (*Urtica dioica*) or burn hazel, is a widespread plant known for the stinging hairs that grows on its leaves. Fresh nettles are used in the Boil-Cure Potion, whereas dried nettles are used in the Herbicide Potion. Nettles are the main ingredients of beverages like nettle wine and nettle tea.



- Nightshade -

The Solanaceae, or nightshades, are an economically important family of flowering plants. The family ranges from annual and perennial herbs to vines, lianas, epiphytes, shrubs, and trees, and includes a number of important agricultural crops, medicinal plants, spices, weeds, and ornamentals.

fig. 136



- Nutmeg -

"*Nux Myristica*" is formed by two Latin words: the first "*nux*" which means "walnut" and the second is the Latin name of the Nutmeg tree (the Genus). Thus, literally, "*Nux Myristica*" means "Nutmeg". Nutmeg is the seed of the tree, roughly egg-shaped and about 20 to 30 mm.



- Octopus Powder -

The octopus is a cephalopod mollusc of the order Octopoda. Octopuses have two eyes and four pairs of arms and, like other cephalopods, they are bilaterally symmetric. An octopus has a hard beak, with its mouth at the centre point of the arms. Powder is made from the dried flesh of an octopus. It increases the strength of potions.

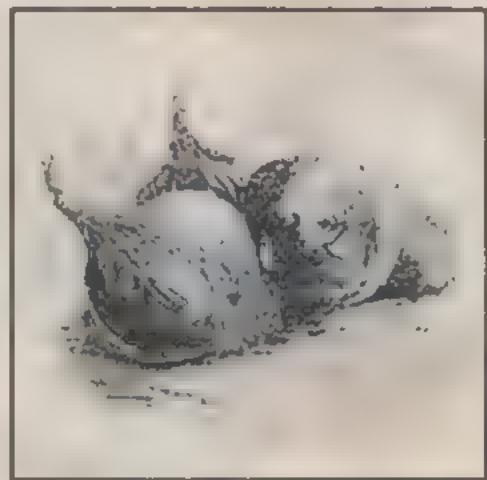
Note: Octopus powder substantially increases the potency of most potions

O - P



- Olibanum -

Also known as Frankincense, is an aromatic resin obtained from trees of the genus *Boswellia*, particularly *Boswellia sacra*, *B. carteri*, *B. thurifera*, *B. frereana*, and *B. bhaw-dajana*. Olibanum is frequently burnt as incense.



- Onion Juice -

Onion juice is the juice of the onion, a bulb vegetable commonly used as a foodstuff and seasoning. A potent extract of onion juice was an ingredient in Fergus Fungal Budge.

Ringaweon in feet



- Oppopanax -

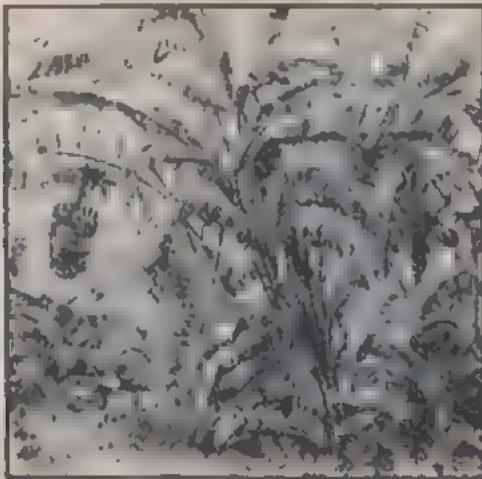
An oleoresin extracted from the *Commiphora erythraea* species of plant. Crude oppopanax has a reddish-brown colour and it has a pleasant aroma, the reason why it is used in the making of perfumes and fragrances.



- Peacock Feather -

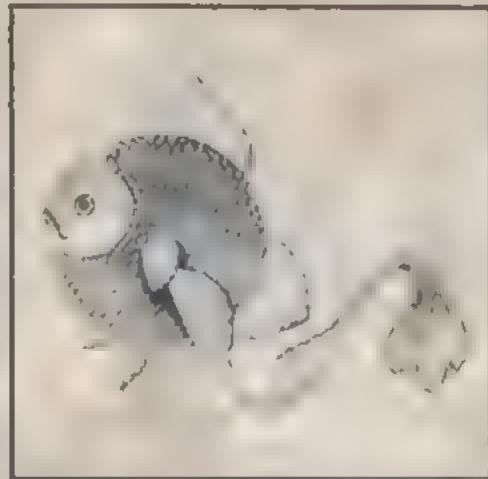
Feather from a male Peafowl. The male is called a peacock, the female a peahen, and the offspring peachicks. The adult female peafowl is grey and/or brown. Peachicks can be between yellow and a tawny colour with darker brown patches or light tan and ivory, also referred to as "dirty white".

* Fragrance



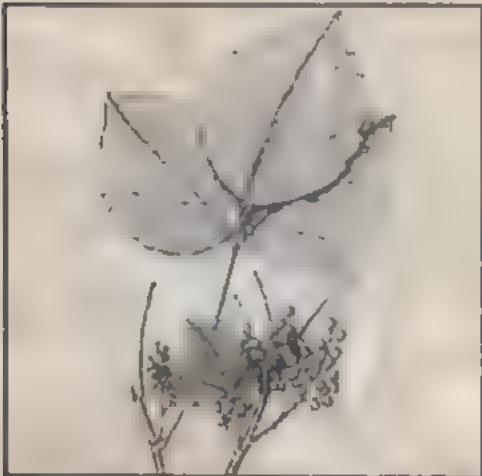
- Plantain -

A herbaceous plant that produce a fruit similar to bananas, only firmer and starchier. Plantain has healing properties, and is used in wizarding remedies: dried plantain leaves are used in the treatment of dog bites.



- Plimpy Eyes -

A small round fish with two legs ending in webbed feet. It lives in deep lakes, and feeds on water snails. The Plimpy is not dangerous, but will nibble on the feet and clothing of unsuspecting swimmers. Merpeople consider the Plimpy to be a pest, and they deal with it by tying its legs into a knot and letting it drift away.



- Poison Ivy -

The common name of *Toxicodendron radicans*, a poisonous plant known for the production of a fluid that causes skin irritation. It is native to North America and is ~~now known to have a substantial presence in all parts of Europe.~~

F.F.



- Polypody -

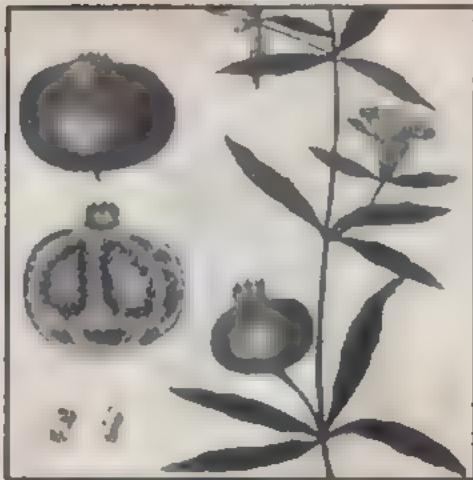
A genus of true ferns, widely distributed throughout the world, with the highest species diversity in the tropics. The name is derived from Ancient Greek poly "many" + podion "little foot", on account of the foot-like appearance of the rhizome and its branches. They are also commonly called rockcap fern.

F.F.

* Bargain and Bunker
Black Lake?

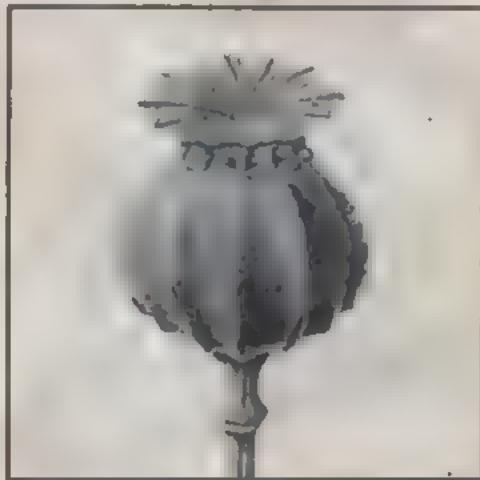
5 3/4 for
2 Gallons

* Do not confuse with
Alannah's Blood



- Pomegranate Juice -

(*Punica granatum*) A fruit-bearing deciduous shrub or small tree growing between 5-8 meters tall. Pomegranate juice is made from the fruit of the pomegranate. It is used in potion making and cooking both as a fresh juice and as a concentrated syrup.



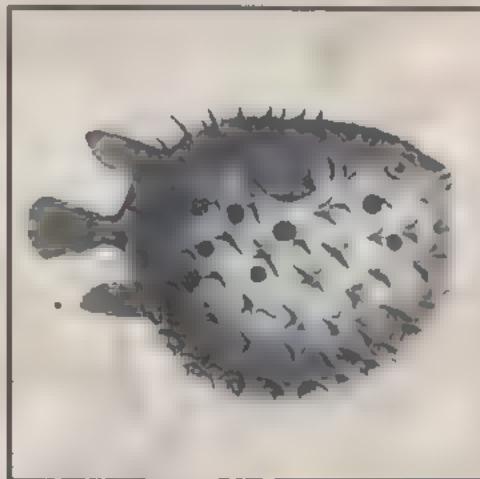
- Poppy Head -

A Poppy is a flowering plant in the subfamily Papaveroideae of the family Papaveraceae. Poppies are herbaceous plants, often grown for their colourful flowers. One species of poppy, *Papaver somniferum* produces edible seeds, and is also the source of the crude drug opium. Poppy head is the plant's dried seedpod.



- Porcupine Quill -

The sharp spines of porcupines, defending them from predators. Porcupine quills are plentiful since the animals continually replenish them. Quills that have caused no harm are considered the best by potion-makers. Porcupine quills are an ingredient to several potions, like the Cure for Boils.



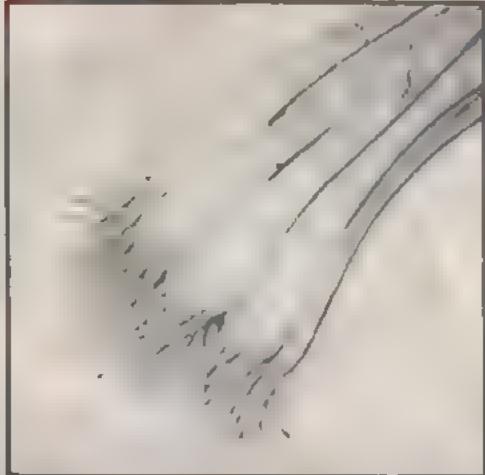
- Puffer-fish Eyes -

(*Tetraodontidae*) A family of primarily marine and estuarine fish of the order Tetraodontiformes. The family includes many familiar species, which are variously called pufferfish, puffers, balloonfish, blowfish, bubblefish, globefish, swellfish, toadfish, etc. Pufferfish eyes can be lethal if not prepared properly.

* Boil Cure Ration
p.g. 136

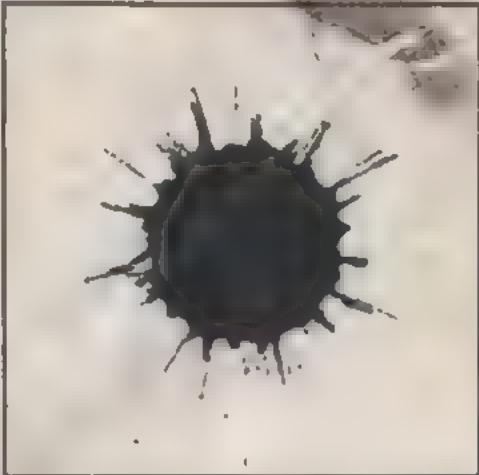
P - R

Note: Buy pre-chopped
Bubblehead Chunks??



- Pungous Onion -

A magical plant comprised of a swathe of green leaves and an orange elongated bulb at the base. It is very pungent and, because of this, contact with freshly chopped Pungous Onions is disadvised. Pungous Onions have magical properties that make them useful as an ingredient in potion-making; they are an ingredient for the Cure for Boils.



- Pus -

A yellowish fluid that is secreted in the human when they have an infection, such as pimples, as a defence mechanism against the infection. Certain magical plants can also secrete such fluid, such as Bubotuber pugs, which has high healing powers when diluted, but creates painful boils when undiluted.

p.g. 55



- Rat -

Rats are various medium-sized, long-tailed rodents of the superfamily *Muroidea*. Rat spleen is a common ingredient used in the preparation of various potions. It is a required ingredient in the Shrinking Solution and in Dragon dung Fertiliser. Rat tail is a potion ingredient used in the Hair-Raising Potion.

p.g. 116



- Re'em Blood -

The blood of a Re'em. The creature Re'em is a form of unicorn or giant horse. It gives the drinker immense strength for a short time, making it a highly desired substance. Due to the rarity of the Re'em, acquiring the blood is extremely difficult, and the demand far exceeding the supply, their blood is rarely available for purchase on the open market.

R - S



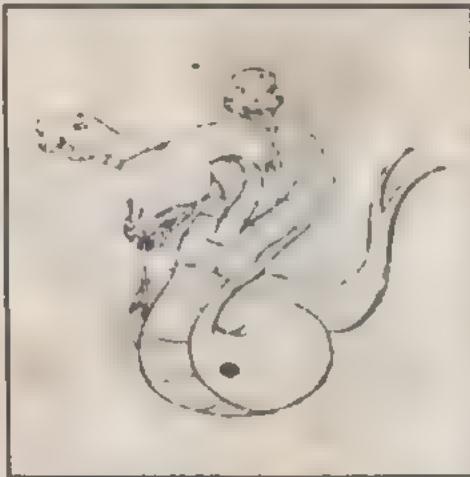
- Rose -

A rose is a woody perennial of the genus *Rosa*, within the family *Rosaceae*. Rose thorns are sharp, hard structures found on the stem of a rose. They are used as an ingredient for Love Potions, though potion makers may prefer to use rose petals instead. Rose oil is an essential oil extracted from rose petals.



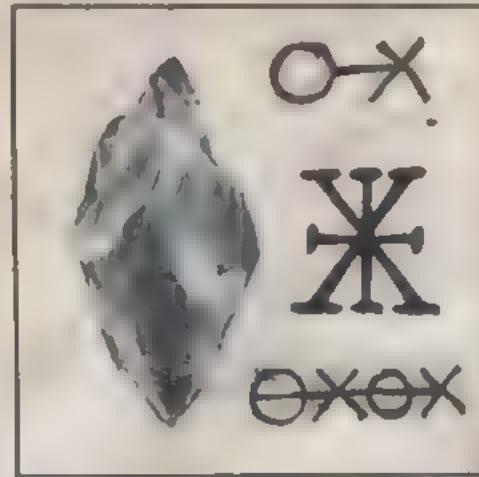
- Rue -

A kind of evergreen shrub native to the Mediterranean region, Macaronesia and southwest Asia, with a distinctive bitter taste. Rue has healing properties, and is used in wizarding remedies: essence of rue is used to recover after poisoning, and it is also used in the treatment of dog bites.



- Runespoor -

A three-headed snake native to Burkina Faso in Africa. Runespoors are six to seven feet long, with orange and black stripes. Since they are very easy to spot, the Burkina Faso Ministry of Magic has had to make several forests Unplottable for the Runespoor's use. Both Runespoor eggs and fangs are usable potion ingredients.



- Sal Ammoniac -

Sal ammoniac is a rare mineral composed of ammonium chloride, NH_4Cl . It forms colourless to white to yellow-brown crystals in the isometric-hexoctahedral class. According to an alchemical work dating back to the 1550s, Sal Ammoniac is used in the making of the perfect medicine, along with salt, urine, vinegar and a particular Sulphur Vlve.

Note: Regal & Flair
- Disease
- Critic

** Sawlannah?*

S



- Salamander Blood -

Salamanders are any of the approximately 655 extant and all the extinct species of amphibians within the order *Caudata*. The blood of the magical salamander. It has healing and rejuvenating properties, and can be used to brew strengthening potions including the Strengthening Solution.

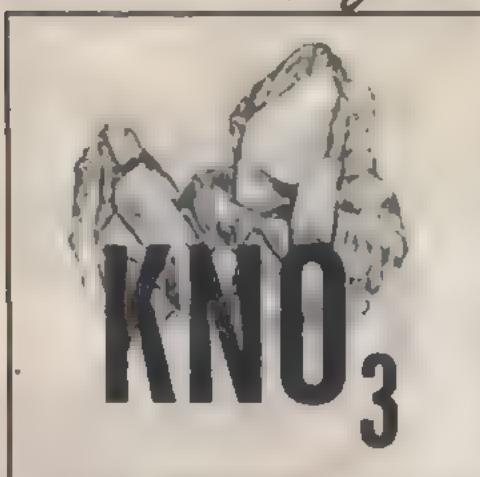
p.g. 176



- Salt - (chemical symbol: NaCl)

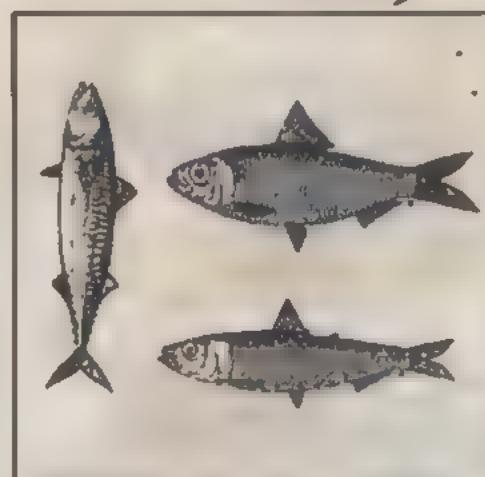
Also known as table salt or rock salt (*halite*), is a crystalline mineral that is composed primarily of sodium chloride (NaCl). According to an alchemical work dating back to the 1550s, salt is used in the making of the perfect medicine, along with Vinegar, Urine, Sal Ammoniac and a particular Sulphur Vive.

See previous page



- Saltpetre - (chemical symbol: KNO₃)

Another name for the mineral form of potassium nitrate. Filings and rasplings of it are used as an ingredient in Polyjuice Potion. Saltpetre is an ingredient in gunpowder and was known to Chinese alchemists as early as the 9th century. It was also historically used in Europe as a food preservative.



- Sardine -

Sardines, or pilchards, are common names used to refer to various small, oily fish within the herring family of *Clupeidae*. The term sardine was first used in English during the early 15th century and may come from the Mediterranean island of Sardinia, around which sardines were once abundant.

Note: Beards are gained before use.

D S



- Scarab Beetle -

The family Scarabaeidae as currently defined consists of over 30,000 species of beetles worldwide. The species in this large family are often called scarabs or scarab beetles. An insect native to Egypt. Ground scarab beetles are used as ingredients in the Wit-Sharpening Potion. Five scarab beetles are used in the Skele-Gro healing potion.



- Scurvy Grass -

(*Cochlearia officinalis*) A biennial herb that grows in salt marshes or along the seashore in northern and western Europe and Great Britain. Its high vitamin C content meant it is used to help cure or prevent scurvy, or Vitamin C deficiency. Scurvy grass also has antiseptic, diuretic, and mild laxative properties.



- Shrike Spine -

A Shrike is a magically-created species of fish, found in the Atlantic Ocean. The creature is covered in spines and seeks out and destroys Muggle fishing nets. The spines of the Shrike can be used as a potion ingredient. When added to a potion, the mixture must be stirred gently, as overly vigorous stirring can "overexcite" them.



- Shrivelfig -

A magical plant, the best specimens of which are found in Abyssinia. The flowers of the Shrivelfig grow inside the fruit, both of which are purple in colour. The leaves have medicinal properties. When skinned the fruit, which is actually the plant's flower and contains blossoms inside, produces a purple liquid with potion-making properties.

F.F.

* Pickled?

3 Gallons

L S



- Silverweed -

(*Argentina anserina*) A flowering perennial plant in the rose family *Rosaceae*. It is yellow in colour, and some substances are able to conserve it. Silverweed, or goosewort, was a highly respected medicinal plant in medieval Europe, used to treat abdominal cramping and open sores.



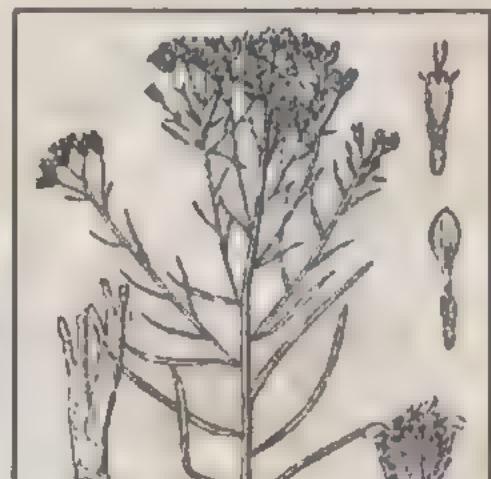
- Sloth Brain -

Sloths are medium-sized mammals belonging to the families *Megalonychidae* and *Bradypodidae*, classified into six species. They are part of the order *Pilosa* and are therefore related to anteaters, which sport a similar set of specialized claws. The mucus from the brain is a key ingredient in a Dragon dung Fertilizer.



- Snake Fang -

Snake fangs, when crushed, are an ingredient used in the preparation of some potions, like the Strength Potion, the Boil-Cure Potion, and the Wideye Potion. This plentiful ingredient must not be harvested from venomous snakes.



- Snakeweed -

(*Polygonum bistorta*) One of the forty members of the *Polygonum* genus, like knotgrass. Commonly known as Bistort, was used traditionally to treat ulcerative sores and stomach ailments and was also an ingredient in a springtime pudding in Northern England.

* *Venom removal
is possible with
skill. Daga?*



- Sneezewort -

(*Achillea ptarmica*) A member of the yarrow family. The dried leaves of this plant may be used to create a sneezing powder. Sneezewort is a type of plant that is poisonous to livestock. It is used as an ingredient in the Befuddlement Draught.

F.F. 132



- Sopophorous Bean -

The fruit of the Sopophorous plant; it is a shrivelled pearly-white bean resembling overgrown mistletoe berries. The Sopophorous bean contains a thick silver juice that will remove the drinker's memory if drunk neat. If used in potion-making, it does not seem to retain this power.

F.F.



- Spider -

Small (exception *Acromantula*) eight-legged and eight-eyed creatures. Very common and come in many species, varying from region to region; all are carnivorous and some are venomous, but for the most part they are relatively harmless. The largest species of spider is the *Acromantula*, which also has the ability to speak. Spiders are known for spinning webs.



- Squill -

Brightly coloured flowering plants in the family *Asparagaceae*. The species goes dormant after flowering in the spring. Squill bulbs, which have potion-making properties, are best harvested just after the plants flower. Squill are used by Muggles to manufacture cough medicines, while wizards use it as an ingredient for *Felix Felicis*.

F.F.

Notes:
Habitat:
Half-vegetant.
Non-vegetant

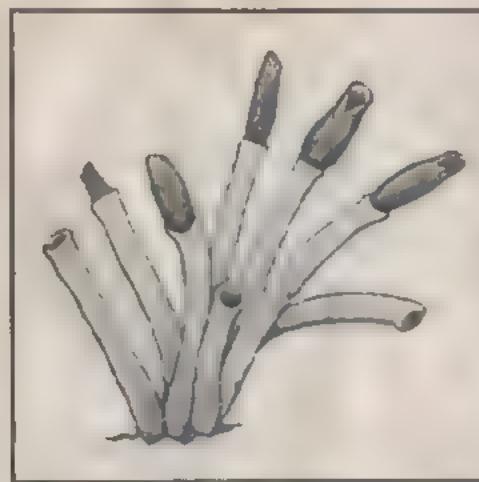
Note: Crushing beans with the flat side of a vialus knife is a more simple and effective method of obtaining juice.

T - U



- **Tartar** - (chemical symbol: $C_4H_6O_6$)

A salt or ester of the organic compound tartaric acid, a dicarboxylic acid. Muggles have a number of uses for tartrates. Tartar has magical properties: half an ounce of it was used as a component in the making of Belch Powder.



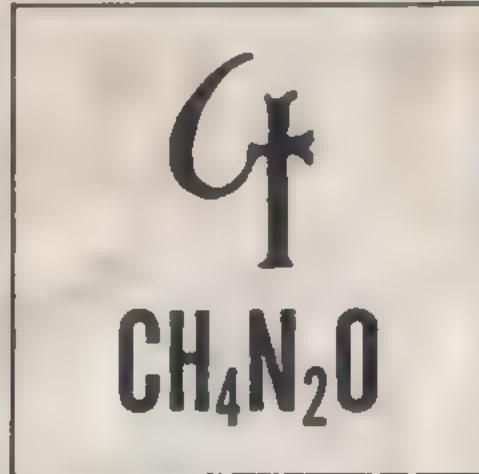
- **Tubeworm** -

(*Riftia pachyptila*) Marine invertebrates in the phylum Annelida, commonly found in the intertidal and pelagic zones. They have a highly vascularized, red "plume" at the tip of their free end which is an organ for exchanging compounds with the environment.



- **Unicorn** -

The Unicorn is a white, equine creature with a single horn on its forehead. Unicorn blood is a thick, silvery substance that runs within a unicorn's veins. The blood of a unicorn can be drunk in order to keep a person alive. Unicorn horns have purification properties which are used to dissolve poisons. Unicorn tail hair also has various uses.



- **Urine** - (chemical symbol: CH_4N_2O)

A liquid product of the body that is excreted through the urethra in order to get rid of unwanted or unneeded substances in the bloodstream. According to an alchemical work dating back to the 1550s, urine is used in the making of the perfect medicine, along with salt, vinegar, Sal Ammoniac and Sulphur Vive.

Note: Never use Unicorn tail parts (2 months old)

* Polyjuice?

V-W

10 Gallons



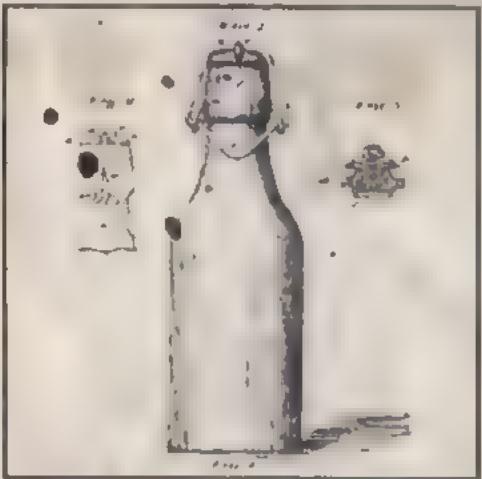
- Valerian -

(*Valeriana officinalis*) Known as All Heal, is recognised for its sedative and antispasmodic properties, and so is used as a sleep and nerve remedy and later as a treatment for epilepsy. Valerian roots are one of the ingredients of the Draught of Living Death and the Draught of Peace. Sprigs of Valerian are used in the Forgetfulness Potion.



- Venomous Tentacula Leaves -

The Venomous Tentacula is a green, spiky, toothsome plant with mobile vines that try to grab living prey. Venomous Tentacula expels venom from its shoots, and its spikes are deadly. Its bite is highly poisonous and can prove fatal. The leaves of the Venomous Tentacula plant are very valuable.



- Vinegar -

A sour liquid used as a condiment or as a preservative. It is obtained through the fermentation, or the artificial oxidation, of ethanol. According to an alchemical work dating back to the 1550s, vinegar is used in the making of the perfect medicine, along with Salt, Urine, Sal Ammoniac and a particular Sulphur Vive.



- Wartcap Powder -

A pulverized substance which causes the skin of a person who touches it to form a thick hard crust. It can be used in potions such as the Fire Protection Potion.

Note:

Will pass through
Dragonhide gloves

Note: Since vines using Diffindia

W



- Wiggentreep -

A magical rowan. Its bark is used in potion-making (Wiggertweld Potion), and the tree is guarded by Bowtruckles. Anyone who touches the trunk of one of these trees will be protected from Dark creatures as long as they are doing so.

F.F.



- Wormwood -

(*Artemisia absinthium*) A very bitter herb, used in potion-making since ancient times. An Infusion of Wormwood is used in the concoction of the Draught of Living Death, Elixir to Induce Euphoria, and the Shrinking Solution. Wormwood Essence is a substance extracted from Wormwood.

* Hallucinogenic

■ Closing Comments

Although the ingredients listed previously are amongst the most common in potion making, the list is not exhaustive. Variations and substitutions should always be checked with a Potions Master or Apothecarian before use.

In most cases, a part of the listed ingredient will be used rather than the entire thing. Take special care when reading the potion ingredient lists to make sure the correct aspects are used at all times.

*Note: Most plants to be found in
The Forbidden Forest.*

- * - Magical Menagerie
- Slug and Jiggers
- Boojin and Bunker

Leucocarpus nubl
(Liberae carpus)



CHAPTER FIVE

NEARLY IMPOSSIBLE POTIONS

Amortentia

Recognisable by its distinctive mother-of-pearl sheen and by the fact that its steam rises in characteristic spirals. The Amortentia potion smells differently to different people according to what attracts them. Most commonly known as the "love potion" it does not, in fact, really cause the person who drinks it to fall in love but instead to develop a powerful infatuation or obsession with the target.

The duration of the effects of Amortentia vary depending on such factors as the weight of the person drinking the potion and the attractiveness of the target.

Ingredients

Gnome Wax - 1 pint when melted (solid weight depends on the Gnome)

Ashwinder Eggs - 2 of, frozen, peeled and coarsely chopped

Fluxweed - 3 oz.

finely

Garlic - 1 head halved horizontally

Lovage - 1 oz.

Fairy Ears - $\frac{1}{2}$ cup, diced

Ginger - 1 tablespoon, finely ground

Toadstools - $\frac{1}{2}$ teaspoon, petrified & cracked

Bay Leaves - 2 of

Goblin Oil - 2 tablespoons

Rose Petals - 3 of — red rose, inner petals

Acrobat Beetle - Juiced, 1 $\frac{1}{2}$ cups

Target's Personal Item *hair*

Special Equipment

Silver cauldron

Fine muslin

Syphon *Eyea*

Scraper

Parchment paper

Instructions

7½

1. Boil 1 bottle of gnome wax for about ~~20~~ minutes in a silver cauldron until it's reduced by half. Add the ashwinder eggs, fluxweed, garlic, lovage, fairy ears, ginger, toadstools, bay leaves, and brew overnight. — at least 12 hours

2. The next day, allow the cauldron to return to room temperature. ~~Throw out~~ keep the toadstools and strain the fluxweed out through fine muslin, reserving the ashwinder eggs, lovage and gnome wax separately.

3. Heat 2 tablespoons of goblin oil. Add the toadstools back in to the potion with 3 rose petals and brew over low heat for about 15 minutes or until blue sparks are seen on the edges of the cauldron. Transfer the cauldron to a steam bath. — 12 minutes

4. Eugen Syphon off any excess oil from the top of the potion. Add $\frac{1}{2}$ cup of acrobat beetle juice to it and bring to a boil. Boil until reduced and syrupy. Add another cup of acrobat beetle juice, bring it to a boil, scraping away any crust that forms along the edges and reduces the sparkling. Cover the cauldron with a wet sheet of parchment paper and then a tight fitting lid.

5. Brew on a medium heat for 4 hours 37 minutes, until the sparks subside and the potion has a pearl-like sheen to its surface.

6. Discard the paper and using a levitation incantation, transfer the target's personal item (hair, bit of clothing, etc.) to the cauldron. It should be noted that the target's personal item should never be touched by anyone but the target.

7. A burst of smoke should appear the moment the target's personal item is completely submerged and continue to slowly rise in a spiral manner. Serve as a draught, or use in baking or other confectioneries; further heat, cooking or addition to items which are altered here out will not disrupt the potion. Best served in wine.

Whagadious Lucca

*Note: Hidden best by consumables
with a sweet flavour.*

*More effective when in
liquid form.*

Substitutions

Goblin oil can be substituted with certain gnomish oils which have been prepared specifically for Amortentia. Ask your local apothecary or potions master for help when procuring them.

Warnings

If the smoke burst appears at any point before the target's personal item is submerged, erase the potion from the cauldron immediately by casting the Scouring Charm.

Note: If the smoke is not rising in spirals, stir clockwise to encourage.

I	Ⓐ A. VII	☽	½	☿	☿	☿ ♂ ♂
II	♂ ♂ ♂	🍄	□	🍄	🍄	Inc. ♂ ♂
III	☿ ☿ ☿	☽ ☽ ☽	△	☽	☽	☽ ♂ ♂
IV	♂ ♂ ♂	½ ⚡	△	☽	☽	♂ ♂ ♂
V	♂ ♂ ♂	IV VIII xxxvii	☿	♂	X	X
VI	Inc. △	~	♂	☽	☽	☽ ♂ ♂
VII	☿ △	□ ☽	♂	♂ ♂	♂ ♂	C.V. ♂

Ageing Potion

A powerful potion which causes the drinker to become older. The higher the dosage, the more ageing occurs. The effects of this potion are temporary, time dependant on it's strength. The use of this potion is strictly prohibited in cases of age restricted activities, and is punishable by trial by The Ministry of Magic.

Ingredients

Red Wine - 2 pints

Prune Juice - $\frac{1}{2}$ pint

Hairy Fungus - 2 oz. mashed to a smooth paste

Tortoise Shell - 2 oz. powdered

(*Octopus powder 8 3/4*)

Caterpillar - 5 of, finely sliced

Bat Tongue - 1 of, diced

dry first

Special Equipment

Copper cauldron

Wooden stirring rod

Thin protective gloves

Muslin

Instructions

1. Add the red wine and prune juice to a copper cauldron over a ~~medium~~ ^{high} heat. Stir clockwise with a wooden stirring rod until bubbles start to form on the surface of the potion. The mixture should be dark purple at this point.
2. Once it begins to boil, add the hairy fungus and continue to stir clockwise for 10 minutes. The mixture will slowly brighten to a lighter shade. Continuing to stir clockwise, add the tortoise shell then turn down to a low heat to simmer.
3. Once the mixture has turned a cream colour (after approx 8 minutes) remove the cauldron from the heat. Allow to cool, then strain through muslin remove any lumps of tortoise shell. Place back on the heat and add half of the sliced caterpillar and bat tongue, making sure to continue to stir the solution in a clockwise motion. After another 8 minutes, add the remaining caterpillar and bat tongue, stir twice anti-clockwise and then remove from heat.
4. ~~Continue to stir continually on the lowest heat.~~ It should turn milky white. Once it is completely cooled (about 15 to 20 minutes), you may cease your clockwise stirring and disperse the potion into appropriate phials for storage.

Stir once a minute, every minute

* *Stir half the time hairy fungus at a time*

* *Colour depends on species of tortoise*

Note: Unable to procure a version with no additional taste. Addition of flavours ingredients negates effect.

Substitutions

It is possible to substitute the tortoise powder for octopus powder, however a far greater amount will be required.

Easter foul

Warnings

It is advised to wear protective gloves when handling the hairy fungus. Allergic reactions include itching, blisters, and loss of limb.

Be sure to remove any lumps of tortoise shell from the mixture upon straining. It is indigestible by humans and can cause impaction of the bowel. It also tastes revolting.

Please note that the use of this potion will not fool magical barriers such as Age Lines. Attempting this will on most occasions increase the temporary ageing by a larger amount.

Note: 4 times the amount of Octopus powder will be required.

I	C.V. M.	♀	M	C.W.	X L S
II	A M	X C.W. VII A.C.W.	G	(Δ)	V V3
III	G BR	M.	G	II C.W. I A.C.W.	VII S
IV	M.	G	XXX	DG.	(Δ) U

Draught of Living Death

The Draught of Living Death brings upon its drinker a very powerful sleep that can last indefinitely. Use with caution, paying careful attention to dosage. This is an extremely dangerous potion.

The Wiggenweld Potion is capable of reversing the effects of the Draught. The Hag Leticia Somnolens used the Draught in an attempt to kill a princess who made her jealous. A prince who placed Wiggenweld Potion on his lips revived the princess with a kiss.

Ingredients

Soporiferous bean - 1 of

Water - ~~2~~ pints ~~11~~

African sea salt - 5 oz.

Essence of wormwood - 2 pints

Valerian root - ~~3 of~~ ~~2 of~~

Asphodel - 7 oz, powdered root

Special Equipment

Beaker

Iron cauldron

Graduated cylinder

Pipette

Muslin

Silvers dagger

Instructions

crush with flat side of silver dagger, release juice later

1. ~~Cut~~ a Soporphorous bean, being careful to retain the juice.
2. Pour in ~~1~~ pints of water and add 5 oz. of African sea salt to a beaker. Set the beaker aside and allow to rest for 5 minutes. Do not shake.
3. Slowly pour the entire contents into an iron cauldron. With your left hand use a graduated cylinder to obtain 2 pints of essence of wormwood. With your right hand hold the cauldron angled away from you and pour in ten drops of essence of wormwood. Tilt the cauldron back towards you and pour in the remaining ten drops.
4. Chop ~~the~~ Valerian roots into small squared pieces. After cutting, set 8 pieces aside and place the remainder in a beaker with water and leave it to settle for 5 minutes. At this point, the beaker mixture should resemble a smooth purple coloured liquid.
5. Carefully pour the Soporphorous bean's juice into the cauldron, then add 7 drops of the reduced liquid from the beaker; make sure there are no traces or fragments of Valerian root. Pass through muslin if necessary. Stir the potion 10 times clockwise and place over a low heat to simmer; your potion should now be turning a light shade of lilac. Then stir the potion anti-clockwise until it turns clear; every stir should take approximately 2 $\frac{1}{2}$ seconds.
6. Add 7 pieces of Valerian root one by one, then stir the potion 10 times anti-clockwise.
7. Add 7 oz. of powdered root of asphodel, stir 10 times anti-clockwise and ~~8~~ times clockwise, then leave to settle for 2 $\frac{1}{2}$ minutes.
8. Finally add the remaining piece of chopped Valerian root, turning your potion to a pale pink colour; the preparation is now complete.

* Chop 2 Valerian root, leave to settle until Step 6.
needed later (whole). Do not chop until Step 6.

Note: One teaspoon of potion is enough to put an adult into a dreamless sleep. $\frac{1}{2}$ teaspoon to relax.

Substitutions

Asphodel or *Asphodelus ramosus* is a relative of the lily and native to Europe. In its absence, it is possible to use other variants of the ~~genus lily. Potency will vary, so it is wise to check with your sources~~ *one lily is not comparable to another*

Warnings

Do not confuse Valerian root with Mandrake root. When cut, Valerian root has a purple colouration, whereas Mandrake root will be beige. Also, Mandrake root will struggle and scream, whereas Valerian root will remain motionless and inaudible.

I	Inc. opt.	☽	☽ m.	Inc.
II	☽ opt.	○ S	μ. v	
III	○ BR	♂	II or	AX AX μ.
IV	♂ opt.	VII →	BR v	μ. &
V	μ. Inc.	VII ✓	☽ v	X C.W. μ. Δ v
VI	☽ ○	○ ○ ○ VII	Inc.	X A.C.W. I C.W. μ.
VII	VII 3.1	A	μ ○	X A.C.W. VII C.W. ♂
VIII	☽ g	DG.		

Draught of Peace

The Draught of Peace is a potion which relieves anxiety and agitation. Ironically, it is a difficult potion to make, requiring the brewer to follow the directions very carefully. Making even a minor mistake may have drastic consequences. Adding a little too much of any of the ingredients for instance, can put the drinker of the potion into a deep, sometimes irreversible sleep.

Ingredients

Water - enough to half a small silver cauldron 40t

Moonstone - 1 oz, powdered

Porcupine quills 10 oz, powdered - *Reducto*

Unicorn Horn - powdered

Valerian root - 1 oz

Syrup of hellebore - $\frac{1}{2}$ pint

**Special Equipment**

Silver cauldron

Silver stirring rod

Instructions

8 minutes

1. ~~Half fill~~ small silver cauldron with water and bring to the boil. Add half of the powdered moonstone, turning the mixture green. Stir with a silver stirring rod until the potion thickens and turns blue. Increase the heat of the fire and add the remainder of the moonstone until the potion begins to turn purple. Allow to simmer for 10 minutes.
2. Shake powdered porcupine quills vigorously to remove any lumps, then add $\frac{1}{4}$ of the powder to the simmering potion until it turns red. Stir slowly anti-clockwise until the potion lightens to orange. *then clockwise until yellow*
3. Add another $\frac{1}{4}$ of the powdered porcupine quills until the potion turns turquoise, then allow to simmer for 30 minutes. Add powdered unicorn horn, turning the potion pink and continue to stir until red sparks begin to leap from the surface.
4. Add the second half of the powdered moonstone, which should drain the colour from the mixture completely, turning it a translucent grey.
5. Increase the heat until it starts to boil, and allow it to do so until it has reduced by half.
6. Once reduced, add the remaining powdered porcupine quills and the valerian root until the potion turns white. Before the addition of the final ingredient, the temperature of the flames must be lowered, and the potion allowed to simmer ~~10 minutes~~.
7. Add syrup of hellebore to turn the potion turquoise, and finally allow to simmer until the potion emits a silver vapour. The potion should then be allowed to cool fully.
8. The potion should be simmered again before being drunk. If brewed correctly, the potion will emit the same silvery vapour each time it is heated.

* *Simmer indefinitely until ready
to add syrup of hellebore.*

*Note: Ingestion of out of date (1 month)
potion will be ineffective.
Check for silver vapour.*



Substitutions

There are no substitutions for this potion. Any deviation from the listed ingredients and instructions will result in failure and more than likely a trip to the Hospital Wing.

Warnings

Ingredients must be added in the exact order and amounts specified. The potion needs to be stirred 7 times, both clockwise and anti-clockwise.

The possible characteristics of a failed batch of this potion are endless (anything from green sparks, dark grey steam, a sulphurous odour, a cement-like consistency, to a dangerous instability that will cause it to explode and set one's robes alight). If any colour or consistency other than those stated in the instructions occurs, immediately dispose of the potion in as safe and quick a manner as possible.

*Note: Porcupine quills will be the cause of a bad batch.
Check carefully before use.*

I	IV O. A.	Crescent moon	1/2 A	Crescent moon & 8	1/2 A X
II	9 U	1/4 dots	A M.	A.C.W. C.W.	u
III	M.	1/4 dots	A XXX	dots O	5° 36°
IV	M.	1/4 / 1/4	A 3C	dots	
V	1/2 @	A	8	✓ 1/2	5° 8
VI	✓ M.	dots in circle	A VII		
VII	M. A	VB 8	C	(A)	36° 8
VIII	A ed.	DG	C		

Elixir to Induce Euphoria

The Elixir to Induce Euphoria is a sunshine-yellow potion that induces a sense of inexplicable, irrational happiness upon the drinker. Excessive singing and nose-tweaking are possible side-effects.

Ingredients

Distilled water - 10 pints

Peppermint - stalk and leaves, 12 oz.

Shrivelfig - 2 of

Porcupine Quills - 7 of, small

Castor Beans - 20 of - *slice along spine but*

Ice water - $\frac{1}{2}$ pint

Essence of wormwood - 25 drops

*cautious excessive
singing and nose
tweaking side effects*

do not sever

Special Equipment

Silver cauldron

Fine muslin

Tumbler

Pipette

Instructions

1. Add 10 pints of distilled water to a silver cauldron and bring to the boil. Cut up the peppermint and gently drop onto the surface of the boiling water. The leaves should sink after saturation has occurred.
2. The potion should start to take on a turquoise hue as the leaves break up. Once this colour is achieved, allow to cool, then pass through a fine muslin. ~~20 minutes~~
3. Halve one of the shrivelfigs and add both pieces to the cool turquoise water, which should immediately turn a deep shade of blue. ~~Stirring may be required depending on the age of the shrivelfig.~~ Place the cauldron back onto a medium heat and add 7 small porcupine quills, then allow to simmer for 2 hours. ~~75 minutes~~
4. Finely chop 20 castor beans and place in a tumbler of ice water. Once the beans turn pale blue and start to shiver, pour them, along with the ice water, into the cauldron. Add another shrivelfig, this time whole, and stir until the potion turns a pale blue resembling that of the castor beans. Then remove from heat.
5. Decant 25 drops of essence of wormwood into your desired potion bottle and allow to congeal.
6. Once your main potion has cooled to room temperature, sieve once more to remove the porcupine quills and remnants of the shrivelfigs, then add to the essence of wormwood. The two should mix without any need to stir, leaving you with a deep purple liquid with the viscosity of honey.

Peppermint leaves will sink immediately if you do not use distilled water

Note: Out of date potions will separate back into the two components. Re-mixing will not provide a working potion. A weekly stir can extend the potion's life by up to two months.

Substitutions

Peppermint or *Mentha piperita* can be replaced with variations of the *Mentha* family. However, DO NOT use *Mentha aquatica* or watermint unless it has been picked within an hour of use. Failure to do so will cause the entire contents of your cauldron to dry up and burn as the watermint endeavours to rehydrate itself.

Warnings

When sieving the peppermint leaves from the potion, be sure to have removed all traces before adding the next ingredients. Repeat sieving as needed.

3 times minimum

I	M. A.	C X O.	opt	1/4		M. S.
II	u d	m	opt	xx	xx	
III	o u.	1/2 	opt	△	△ VII	△ II
IV	opt	.*.	M.	5	C.W.	g
V	Inc. opt	A XXV	opt	g		
VI	o u	M.	□	o	DG.	g
VII	-	-	-	-	-	-

 **Felix Felicis**

Felix Felicis, commonly known as Liquid Luck, is considered potentially harmful due to its high addiction rate. Symptoms include giddiness, recklessness, and dangerous overconfidence with excessive use.

It is highly toxic in large quantities and is also a banned substance in all organised competitions, such as Quidditch, along with all other methods of cheating. It is very difficult to make, disastrous if made wrong, and requires six months to stew before it is ready to be consumed.

This potion is said to greatly resemble molten gold, with droplets leaping out at intervals like goldfish soaring from their bowl.

 **Ingredients**

Belladonna - 2 pints, essence

Lemon - 1 pint, juice

Ashwinder Eggs - 10 of, shelled

Acromantula venom - 7 drops, undiluted

Salamander eggs - ~~6 of, waroned~~

Amaranth petals - 23 of, ground *freshly picked*

Unicorn horn - 1 of, tip (1 inch)

Unicorn blood - 1 drop (from a 3 month old, willingly given)

 **Special Equipment**

Wooden stirring rod

Pewter cauldron

Pipette

Solid gold cauldron

Solid gold stirring rod

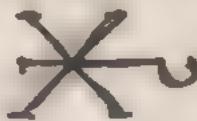
Silver stirring rod

Storage flask

Instructions

*State Base about ten times
bored ingredients*

1. Combine the belladonna essence, lemon juice, ashwinder eggshells and the acromantula venom in a pewter cauldron over a low heat. Stir with a wooden stirring rod until fully mixed. The potion should be a violent orange colour.
2. Add the salamander eggs to the mixture (it should turn a glowing red) and simmer on a very low heat for 3 days.
3. Add amaranth petals to the surface of the potion. It should take on a shade of vibrant green. Allow them to sink. *one at a time* *a few seconds*
4. Once every day for 25 days, stir the cauldron 7 times clockwise and ~~2 times~~ anticlockwise. Then leave to simmer for 1 day. *noon to noon*
5. Pass the mixture through cloth (preferably unicorn hair) three times to get rid of any lumps. Pre-heat a solid gold cauldron to 100°C. Add the mixture, and stir with a gold stirring rod until white.
6. Add the Unicorn blood and stir 7 times anticlockwise, 2 times clockwise, with a silver rod until the potion turns to the colour of liquid gold. Transfer the potion to a storage flask and add the Unicorn Horn tip. **DO NOT STIR ONCE TIP IS ADDED.**
7. The potion must stew for 6 months. Once ready, droplets of the potion should be splashing around on the surface.



*Note: Keep potion in a dark place to
brew. Protected from sunlight.
(best brewed over sunken moonlight)*

Substitutions

Pure citric acid can be used in place of lemon juice, but will drastically increase the potency of the final potion.

Warnings

It is advised that only experienced and licensed Potions Masters attempt this potion. Any and all lawsuits involving brewing-gone-wrong will be disregarded by the Wizengamot.

The Unicorn must not be killed upon the extraction of it's blood. It is better to ask the Unicorn for Horn and Blood at the same time, they tend to be rather difficult to track down.

I	M.	24	Δ	C.W.	M.
II	♂	○○ ○○○	△ III		♂
III	BR M.	D.	□ X		
IV	XXV ♂	VII C.W. I A.C.W.	Δ I		
V	♂ G	○ ppt.	○ †	○ A.C.W.	♂ M.
VI	M.	○ VII A.C.W.	○ Δ	M.	Im
VII	♂ G	VI	○ III	DG.	♂ G





Polyjuice Potion

The Polyjuice Potion is a very complicated potion that allows the drinker to assume the form of someone else. While it can account for both age and gender, Polyjuice Potion cannot be used for a human to take an animal form or for a half-breed to assume human form.

Independent of its actual brewing process, the Polyjuice Potion requires a good deal of preparation. For example, the lacewing flies must be stewed for twenty-one days prior to making the potion, and only fluxweed picked at the full moon is acceptable. The total process takes approximately one month to complete.

Ingredients - Part 1

Fluxweed - 3 oz. (picked at full moon)

Knotgrass - 2 bundles

~~Distilled~~ Water - 4 pints 50+

Leeches - 4

Lacewing flies - 12 oz. (stewed for 21 days)

Ingredients - Part 2

Boomslang skin - 3 oz.

Horn of bicorn - 1 oz.

Lacewing flies - 12 oz. (stewed for 21 days)

Target's personal item

Special Equipment

Pewter cauldron (preferably)

Pestle & mortar

Parchment paper

Airtight containers

Instructions**-Part 1-***crush bundles above cauldron*

1. Add 3oz. of fluxweed and 2 bundles of knotgrass to a pewter cauldron with ~~5~~ pints of water. Stir 3 times, clockwise, then let potion brew for ~~45 minutes~~ *1 hour*.
2. Add 4 leeches to the cauldron to turn the potion a dark brown. Then place the full 12 oz. of lacewing flies to the mortar and crush to a fine powder. Add ~~2~~ of the crushed lacewings to the cauldron.
3. Simmer for 30 minutes on a low heat. Then remove and allow to cool completely.
4. Cover with parchment paper and leave to stand for 7 days. *(do not stir)*

-Part 2-

1. Uncover and bring the potion to the boil, stirring occasionally. *clockwise*
2. Reduce to a low heat, then add 3 oz. of boomslang skin to the cauldron. Add 1 oz. of bicorn horn to the mortar, crush to a fine powder, then slowly add to the mixture. Heat for 20 seconds at a high temperature.
3. Return to a low heat, then let the potion brew for 24 hours.
4. Add another 12 oz. lacewing flies and stir 3 times, anti-clockwise. *Then allow to cool completely, keep warm until drunk*
5. Split the potion into multiple doses, if desired, and store in airtight containers. Only add the target's personal item to the potion immediately before drinking.



- Diffindo to cut hair
- Wingardium Leviosa to transfigure

Substitutions

Brew times given are for a Pewter Cauldron. Alternatively, a brass cauldron will require half the time, a copper one 6 times less, etc.

See p.44 for cauldron listings.

Warnings

The effects of a single dose last anywhere from ten minutes to twelve hours, depending on how well the potion has been brewed. Continued drinking prior to the transformation wearing off extends the form's duration until the next dosage is required.

If a person dies while under Polyjuice Potion, they will retain the form of whoever they have transformed into, rather than reverting back to their original shape.

NOT FOR USE BY HALF-BREEDS OR NON-HUMAN POTIONEERS.

The side effects can be disastrous, and sometimes irreversible. Take great care in picking your target's personal item.

*Note: Colour and taste varies greatly
upon the target. I am yet to taste
anything pleasant...*

I	III 3·1	24	II IV	III C.W.	④ 8
II	II IV	XII 3·1	pp. A	II 3·1	1Δ 5
III	1Δ 3·1	XXX	④ S		
IV	1Δ 3·1	VII ♂	X		
I	Ao	C.W.	S 3·1		
II	1Δ 3·1	III 3·1	A pp.	I 3·1	1Δ xx 3·1
III	④ 3·1	1Δ	S 3·1	I ♂	1Δ 3·1
IV	A. 2c	XII 3·1	S 3·1	III I.C.W.	④ 3·1
V	A	A	2c	~~ D.G.	④ 3·1

Shrinking Solution

Shrinking Solution, also known as a Shrinking Potion, is a potion that causes the drinker to shrink to a younger form. It is bright green when brewed correctly and, if prepared incorrectly, it can be poisonous.

One practical use of this potion is in the transportation of livestock. It allows for a wizard to carry an entire herd of pigs in the pocket. Sometime throughout wizarding history, wizard Samuel Plunkett, who was persecuted by a Muggle village, poured Shrinking Solution on the village well and terrorised the shrunken villagers by chasing them around in hobnail boots.

In the 1500s, accomplished potioneer ~~Zyphron Budge~~ developed his own version of this potion, which, in his words was "the best you will find". According to Budge, part of the potency of his variation came from stirring the potion after adding the Shrivelfigs, an unorthodox step. It proved so powerful that, when he accidentally spilt a small amount on the grass outside his house, it caused an entire flock of sheep to shrink to lambs the size of woolly mice (Budge went on to use the shrunken lambs as ear-warmers in the chilly winters at Hermetray).

Ingredients

Shrivelfig - 2 of, juiced - *stain the flesh and skin*

Daisy roots - 4 of, ~~finely~~ chopped whole

Hairy caterpillar - 5 of

Essence of wormwood 25 drops, well shaken

Leeches - ~~so few~~ *a dash will suffice*

Rat spleen - 1 of

Cowbane - ½ pint

Special Equipment

Pewter cauldron

Wooden stirring rod

Pipette

 Instructions

1. Add the shrivelfig juice to a small pewter cauldron and ~~slowly~~^{carefully} over a very low heat for 20 minutes.
2. Add the daisy roots and caterpillars to the mixture and bring the potion to a boil. It should take on a dark green colour. Reduce by half, then allow to cool before adding 24 drops of the essence of wormwood, 1 drop at a time. After each drop, stir the potion once in alternating directions. ~~clockwise - anticlockwise~~
3. Before adding the final drop, stir vigorously until the potion begins to froth. Once the entire surface is covered, add the final drop of essence of wormwood and leave to rest for 24 hours. The froth will disappear, leaving the dark green potion.
4. Add the leech juice, retaining the bodies, and stir slowly and with caution. Once the potion begins to lighten to a pale green, add the rat spleen and the cowbane. ~~slowly~~ ~~do not stir~~
5. Heat on a high temperature for 2 hours, stirring occasionally, until the potion is a vibrant green and has the viscosity of a thin syrup.

Note: Zygmont Budge is a fool.

~~Do not stir shrivelfigs unless you wish to create a potion so potent that you're liable to lose your target entirely.~~

Substitutions

Ginger can be used in place of daisy roots, in the same quantities. Some potioneers prefer using ginger due to it's more appealing taste

Warnings

Do not use other varieties of hairless caterpillar. Side-effects will include loss of, or relocation of hair, *palms*

Overuse of this potion can lead to the unpleasant act of un-birth, where the drinker will descend in age rapidly to the point of a foetus, and further still into cell form. Once this point has been reached, the only remedy is a liberally applied dose of Ageing Potion.

I	M. Δ	24	XI	V C.W. II A.C.W.	M.
II	M. ♂	A	○ 1/2	XXIV C.W./A.C.W.	♂
III	I M.	III	Im ♂	I ♂	ma η
IV	♂ Inc.	C.W.	M. ♂		
V	Δ A	II X	○ ♂	A.C.W. DG.	♂

Veritaserum

Veritaserum is a powerful truth serum that is most commonly used in interrogation. The potion effectively forces the drinker to answer any questions put to them truthfully, though there are some methods of resistance. Use of the potion is strictly controlled by the Ministry of Magic. This potion is so powerful that after only 3 drops the drinker will spill their innermost secrets.

Despite being the most powerful truth serum in existence, it can still be resisted through different methods, including the taking of its antidote and documents.

For the same reasons Muggles don't use polygraph tests, Veritaserum is no more reliable than its Muggle counterpart. Since some wizards and witches can resist its effects while others cannot, Veritaserum is "unfair and unreliable to use at a trial" and cannot be used as definite proof of guilt or innocence. Another weakness is that the victim only states what they believe to be true, so the victim's sanity and perception of reality also factors in during interrogations.

Veritaserum is colourless and odourless, making it very difficult to detect. Mixed in with any drink, the potion can go completely unnoticed to all but those who have felt its effects before.

It takes a full moon cycle for the potion to mature.

**Ingredients**

Distilled water - half a cauldron (dependant on it's size)

Erumpent fluid - 3 teaspoons

Newts - 5 of, boiled - severore tails

Black beetle eyes - 57, boiled

Jobberknoll feathers - 7 of, wing feathers - clipped

Special Equipment

Silver cauldron

Glass stirring rod

Storage container

Mudia

Instructions

1. Half fill a silver cauldron with distilled water and bring to a simmer. *Slowly - Incendia*
2. Carefully add the erumpent fluid to the cauldron (one teaspoon at a time, lowered to the water level of the potion) and increase to high heat. Leave to boil for 20 minutes until it takes on a magenta hue.
3. Add 1 newt at a time, stirring each with a glass stirring rod until dissolved, then slowly add the beetle eyes while continuing to stir over a period of 1 hour.
4. The potion should now have attained a dark red colour. Start adding the jobberknoll feathers one at a time while stirring. Once the potion has turned a very dark shade of purple, remove from the heat. *clockwise*
5. Transfer the potion to a storage container and leave to mature, uncovered, for a full moon cycle. By this time, the potion should have cleared completely and resemble water.

Antidote to Veritaserum

Following the instructions in the exact opposite order will create the antidote to Veritaserum, as shown below.

1. Retaw elbmeser dna yletelpmoc deraelc evah dluohs noitop eht, emit siht yb. Elyc noom llus a rof, derevocnu, erutam ot evael dna reniatnoc egarots a ot noitop eht refsnart.
2. Taeh eht mors evomer, elprup so edahs krad yrev a denrut sah noitop eht ecno. Gnirrits elihw emit a ta eno srehtaef llonkrebboj eht gnidda trats. Ruoloc der krad a deniatta evah won dluohs noitop eht.
3. Ruoh 1 so doirep a revo rits ot gniunitnoc elihw seye elteeb eht dda ylwols neht, devlossid litnu dor gnirrits ssalg a htiw hcae gnirrits, emit a ta twen 1 dda.
4. Euh atnegam a no sekat ti litnu setunim 02 rof hoh ot evael. Taeh hgh ot esaereni dna (noitop eht so level retaw eht ot derewol, emit a ta noopsael eno) nordluac eht ot diulf tnepmure eht dda ylluferac.
5. Remmis a ot gnirh dna retaw delltsid htiw nordluac revlis a llif slah.

Note: Best prepared over the winter months. Lower temperatures in freezing weather increase potency.

Substitutions

Jobberknoll feathers can be taken from elsewhere other than the tail, but more will be required.

tail feathers are just as potent

Warnings

It is very important to clean your cauldron thoroughly before starting. The most efficient way to do so is to use the Scouring Charm.

DO NOT ATTEMPT TO HARVEST FLUID FROM THE ERUMPENT YOURSELF. This fluid and the animal containing it are highly volatile.

Bear in mind the potency of this potion, a small dose will suffice. Although no damage will be sustained due to overdose, it is a pain to make.

Be sure to label your storage container so you can distinguish this potion from water.

I	$\frac{1}{2}$	C	Δ		
II	H.	$\Delta\Delta$	(D)	A.	XX
III	$\circ\circ$	$\circ\circ\circ$	I		S.
IV	U.	C.W.	Δ	g	(D)
V	$\Delta\Delta$	A	Δ	D.G.	$\frac{1}{2}$

CHAPTER SIX

STANDARD POTIONS

Aggrotentia

Recognisable by its dull, matt black colour and by the fact that its steam sinks down over the edges of the cauldron. The Aggrotentia potion smells differently to different people according to what repulses them. Most commonly known as the "hate potion" it has the exact opposite effects of the Animortentia potion, causing the intended target to leave you alone. In the same way as it's opposite, the duration of the effects of Aggrotentia vary depending on such factors as the weight of the person drinking the potion and the will of the target.

Ingredients

Fluxweed - $\frac{1}{4}$ pint, sap strained

Knotgrass - 3 bundles, finely sliced

Dragon scales - 3 oz. powdered

Devil's snare - $\frac{1}{4}$ pint, liquefied

Target's personal item only ever hair

Special Equipment

Pewter cauldron

Whisk

Instructions

1. Chill pewter cauldron to a stable 3 degrees above freezing.
2. Add the fluxweed sap and whisk 12 times clockwise.
3. Add the knotgrass and whisk 12 times anti-clockwise.
4. Add the dragon scales ~~and whisk 12 times clockwise~~ do not stir
5. Add the devil's snare, whisk 12 times anti-clockwise and then 12 times clockwise, once in a figure of 8, once in the shape of a heart, and finally cross through the heart shape. ~~and whisk 12 times clockwise~~
6. Keep chilled. To use the potion, keep it moving constantly or it will freeze solid. Add the target's personal item immediately before drinking.

Notes: Glacius used to chill
Cauldron with Regale

Glacius Exia

Substitutions~~There are no substitutions for this potion.~~*Flavored steams
containing sage
reduce ambient***Warnings**

Be sure to completely cross through the stirred in heart shape at the end, or the potion will not have the desired effect.

Be careful when picking your target's personal item. The use of anything other than human material will result in a universal repulsion by everyone you come into contact with.

Note: One cross through will suffice.

I	♂	4	*	III		
II	μ.	1/4 Oz.	Dr.	X		
III	μ.	III	XII	A.C.W.	Dr	
IV	μ.	III 3/4	Dr.	C.W.		XIII
V	μ.	XIII A.C.W.	Dr.	8 X	S	
VI	♂	≈	μ.	D.G.		

Babbling Beverage

A potion that causes the drinker to babble nonsense. The duration of the potion depends greatly on the strength of the armadillo bile, but is usually between 5 minutes and an hour

Ingredients

? 40 minutes

undiluted

Distilled water - 1 pint

Aliholtsy - 5 oz. fresh leaves

Billywig stings - 2 of, dried and crushed

Erumpent tongue - $\frac{1}{2}$ oz. powdered

Armadillo bile - $\frac{1}{4}$ pint

Leech juice - 2 drops

Special Equipment

Copper cauldron

Fine Muslin

Pipette

Storage vials

Instructions

1. Add the distilled water to a copper cauldron and bring to simmer.
2. Stew Aliholtsy leaves in simmering water for 20 minutes.
3. Remove all traces of the leaves by passing through fine muslin twice and bring the potion to a boil. Boil for 10 minutes
4. Add the billywig stings and erumpent tongue and allow to boil for another 20 minutes, continuously stirring anti-clockwise
5. Allow the potion to cool to room temperature, then add armadillo bile and stir 5 times anti-clockwise.
6. Add leech juice and stir 20 times, anti-clockwise. and once clockwise
7. The potion should be light brown in colour. Pour into vials for storage.

Note: Larger storage phials increase lifespan without potency.

Substitutions

Leech juice can be substituted for tubeworm juice, in the same amounts. Tubeworm juice may need to be boiled first to remove any oil deposits.

pass through another to remove grit

Warnings

Do not store for more than a week. The potency of the potion will increase drastically after this period of time, possibly resulting in permanent speech impediments.

I	Br	♀	La
II	(Δ)	♂	XX
III	⊗	A.	X
IV	M. Br	A.C.W.	A. VII
V	⊗	A.C.W.	XX
VI	M.	A.C.W.	XX C.W. I
VII	(Δ)	D.G.	A

Basic Sleeping Draught

The basic sleeping draft is to be used before bedtime in order to aid in sleeping. However, it should not be used for longer than 2 weeks in succession or the drinker may start find it difficult to stay awake at all.

Although a simple potion, it can be used on animals much larger than humans. For example, it is frequently used in the transport of dragons, though it is usually fed to an animal designated a meal for the dragon, rather than to the dragon itself.

Ingredients

Distilled water - 1 pint

Lavender - 2 oz. crushed

Chamomile - 7 oz. crushed

Purslane - 20 oz.

Ginger - 5 oz. thinly sliced

Flobbeewoow annew - 1/2 Oz

Special Equipment

Copper cauldron

Instructions

1. Bring the distilled water to a slow boil in a pewter cauldron.
2. Add the lavender and stir 21 times, anti-clockwise.
3. Add the chamomile and leave to simmer for 20 minutes. At this point the potion should be a pale purple, with flecks of green when it catches the light.
4. Add the purslane and stir 5 times, anti-clockwise, bringing through the green in the potion.
5. Add up to 5 oz of ginger (depending on the required strength) and stir another 5 times, anti-clockwise.
6. Add *Flobbeewoow annew* and allow to rest for 5 minutes.

Substitutions

Other herbs can be used in place of lavender to the drinker's preference. It is used here purely for flavour.

Appropriate?

Warnings

The amount of ginger used alters the strength of this potion, with 5 oz. being the recommended maximum. If this potion has no effect with this amount of ginger, it is likely that the drinker may require a stronger potion, such as the Draught of Living Death. See page 26.

Potion can be stored for up to a month, though it is advisable to brew a fresh batch weekly.

I	100g Lavender	4	100g A
II	100g Or	A.C.W.	xxi
III	100g Lavender	VII 3/4	xx
IV	100g Or	A.C.W.	X
V	50g Gr	A.C.W.	V
VI	100g Lavender	1/2 Oz. V	2g.

Beautifying Potion

There are many variations of this potion, though the list of ingredients below will produce the most effective potion known.

Ingredients

Tubeworms - 5 of, scraped

Beetle eyes - 20 of, desiccated

Runespoor eggs - 7 of, warmed

Crocodile heart - 1 of, finely chopped - *leave to drain*

Re'em blood - up to 5 drops (controls potency)

Belladonna - $\frac{1}{2}$ pint essence & ~~leaves~~ *17*

Valerian roots - 10 of, diced (harvested during the flowering period)
only cut prior to use

Special Equipment

Pewter cauldron

Pipette

Instructions

1. Add the tubeworms to a pewter cauldron on a very low heat and stir for ~~2 hours~~ *until liquified*
2. Add the beetle eyes and stir for another 5 minutes.
3. Place the Runespoor Eggs in a different cauldron to warm. Keep stirring the main cauldron for another 2 hours.
4. Add the Crocodile Heart to your main cauldron, and your desired dosage of Re'em Blood to the Runespoor Eggs. ~~Let~~ the eggs soak in the blood while stirring your main cauldron for an additional 40 minutes. Then leave it to stew ~~for 3 hours~~ *unspecified*
5. Transfer the ingredients from the second cauldron into the main cauldron, and stir for 20 minutes. Your potion should become a deep shade of red.
6. Add the Belladonna essence and leaves together with the Valerian Roots, and stir for 1 hour. Leave to stew for a full day. Your resulting mixture should be a pastel pink colour.

chopped

Substitutions

* *Fairy wings enhance*

Tubeworms can be substituted for leeches, in the same amounts.
boiled

Warnings

DO NOT INGEST. This potion is to be applied to the skin directly. Ingestion can cause damage to self confidence.

The potion will not take immediate effect. Changes will be noticeable after a few hours, depending on the potion strength.

Note: Effective against warts, acne, scars and general ugliness.

I	♂	2+	I $\frac{1}{2}$
II	♀	C.W.	V
III	♀	2+	II
IV	♂	XI C.W.	IV
V	♀	♀ → 2+	XX
VI	♂	I $\frac{1}{2}$	♂

■ Befuddlement Draught

A potion which causes the drinker to become belligerent and reckless.
A very straight forward potion to make, but great care must be taken in the preparation of ingredients.

- *particularly*
Scurvy Grass

■ Ingredients

- Distilled water - 3 pints
- Lovage - 7 oz. dried & powdered
- Scurvy grass - 7 oz. dried & powdered
- Sneezewort - 7 oz. dried & powdered

■ Special Equipment

- Silver cauldron
- Silver stirring rod

■ Instructions

1. Add 2 pints of distilled water to a silver cauldron and bring to the boil.
2. Add the scurvy-grass and leave it on medium heat until it turns a dark shade of red and starts to produce black smoke. Then add the sneezewort and stir with a silver stirring rod for 20 minutes.
3. The potion should now have turned dark green in colour. If so, add another pint of distilled water to the cauldron and bring to the boil again. Stir for 15 minutes, and then leave to brew on a lower heat for another 15 minutes.
4. Add the final ingredient, the lovage, and stir for another 5 minutes, then remove cauldron from the fire. Allow to cool until the potion resembles a thick soup, with a dark maroon colour.
5. This potion can be used in either liquid form, or dried and powdered.

Note: Powdered form is much more potent.

Substitutions

There are no substitutions for this potion.

Warnings

Before you start, make sure that each ingredient has been fully powdered (resembling icing sugar, any lumps will cause this potion to fail). The Lovage should be a light red colour, the Scurvy-grass should be a dark blue, and the Sneezewort yellow.

If using the dried version, take care not to accidentally inhale it. A befuddlement draught in the hands of the befuddled can only lead to more befuddlement of all those nearby.

I	II oz	C	A
II	g. L.	□	C. XVI
III	I oz	A XV	G. XV
IV	V ④	○	g.
V	S	DG.	D.

Boil Bursting Unction

A potion which bursts boils, even those produced by the Pimple Jinx. Different to the Boil Cure Potion, it is usually used by those who get satisfaction from popping pimples rather than wanting them cured.

Ingredients

Distilled water - 8 pints
Sage - 4 oz. leaves & root, chopped
Aloe vera - 1 of, stalk only
Calendula - liquefied, 3 tablespoons

*Boil Cure Potion
pg. 136*

Special Equipment

Pewter cauldron

Instructions

1. Add the distilled water to a pewter cauldron and bring to the boil.
2. Add the sage 1 oz. at a time while stirring clockwise.
3. Add the stalk of aloe vera to the mixture and then simmer for 10 minutes, stirring occasionally.
4. Add two tablespoons of calendula and stir 13 times clockwise.
5. Increase to a high heat and add the remaining calendula, then simmer the potion until it thickens and turns brown.
6. Cool it to room temperature. It will congeal into a thick paste.
7. Apply to boils as needed, until the desired effect is reached.

Substitutions

The key ingredient is aloe vera, calendula and sage can be substituted for other medicinal plants. However, these ingredients have proved the most successful.

Warnings

DO NOT INGEST. This potion is to be applied to the skin directly. Ingestion has been known to cause 'Imploding boils'.

Boil Cure Potion

Similar to the Boil Bursting Unction, but much less messy. This potion will remove all trace of boils, without the need to burst them. It is an elementary potion and varying recipes can be found in many potion making guides.

Counteract Fissures*Ingredients**

Water - 2 pints

Horned slugs - 4 of, stewed overnight

- full moon



Nettles - 2 oz. leaves, dried

Snake fangs - 1/2 oz. crushed

Porcupine quills - ~~2~~ 2 of

Special Equipment

Pewter cauldron

Fine muslin

Silver Stirring Rod**Instructions**

1. Place horned slugs into a pewter cauldron with 1 pint of water and simmer for 10 minutes.
2. Add the nettles and stir clockwise for 5 minutes.
3. Add the snake fangs and stir anti-clockwise for 7 minutes.
4. Add another pint of water and bring the mixture to the boil for another 10 minutes, then remove from heat.
5. Stir clockwise for 2 minutes, then add the porcupine quills and stir 5 times clockwise, ~~then 5 times anti-clockwise~~ only
6. Allow the potion to cool, pass through a fine muslin to remove the porcupine quills, then ladle into phials as desired.

Note: Prolonged use decreases effectiveness.

Substitutions~~There are no substitutions for this potion.~~

Lionfish quills can be used in place of Porcupine quills

Warnings

Be sure to remove all of the porcupine quills before use.

DO NOT INGEST. This potion is to be applied to the skin directly. Ingestion can be fatal. It also tastes disgusting.

I	I	24.	LA.
II	3r	C.W.	V
III	3r	C.W.	VII
IV	I 0z	A	M. X @
V	C.W.	M.	V C.W.
VI	II	□	X D.G.

Burn Healing Paste

Although not a true potion, this recipe is widely used by Healers to help treat burns. As burns are fairly commonplace in the line of potion making, this concoction is something every potion maker should master. - though unnecessary if skilled

Ingredients

Corn oil - $\frac{1}{2}$ pint

Mallow - 10 of, leaves & stems *only*

Aloe vera - 20 drops

Chickweed - 5 oz. powdered

Slug juice - 2 slugs worth *small slugs (1. large)*

Special Equipment

Beaker

Copper cauldron

Pipette

Instructions

1. Place the mallow into a beaker and add the corn oil. Allow to soak for 30 minutes.
2. Add the Aloe Vera 1 drop at a time, stirring after each with a wooden stirring rod. *clockwise*
3. Add the slug juice and the powdered chickweed to a copper cauldron of boiling water and allow boil for 10 minutes.
4. Remove the cauldron from the heat and then add the contents of the beaker.
5. Place the cauldron back onto the fire and bring the mixture to a boil while continuously stirring anti-clockwise. *energetically*
6. Boil for another 20 minutes without stirring. The mixture should thicken to a paste. *orange in colour*
7. Remove from the heat and stir 20 times, anti-clockwise.

Substitutions

Snail juice can be used in place of slug juice, but be sure to remove any traces of shell before adding to the cauldron.

Warnings

Slug juice must be fresh. Older juice will have started to congeal and will not mix fully, rendering the paste useless.

DO NOT INGEST. This potion is to be applied to the skin directly.

I	I	24	LA.
II	I	C.W.	Br
III	A	♀	X
IV	Ⓐ Ⓜ	♂	M.
V	Ⓐ Ⓜ	A.C.W.	A.
VI	A	XX	♂
VII	Ⓐ	A.C.W. XX	A

Note: Juice slugs just before addition

Calming Draught

A very simple potion used to calm a person down after they had suffered a shock, trauma, or emotional outburst. This potion is widely used amongst students around exam times. It is claimed by Hogwarts School of Witchcraft & Wizardry that 60% of N.E.W.T exam passes are purely from the result of taking this potion before the exam.

Ingredients

Water - ~~4 pints~~ 2 0z

Fluxweed - oil, 6 drops

Bloodrot - 3 of, inner membrane and fluid

No restrictions in
place by M.O.M.

Special Equipment

Pewter cauldron

Silver knife

Pipette

Mortar & pestle

Instructions

1. Add the water to a pewter cauldron and ~~warm~~ ~~simmer~~
2. Add the fluxweed oil and allow to disperse for 10 minutes.
3. Split the bloodroot stems lengthwise with a silver knife and scrape out all fluid and fibrous material from inside the stems.
4. Crush to a fine paste with mortar & pestle and add to the cauldron.
5. Stir slowly until a light steam rises from the surface, alternating clockwise and anti-clockwise stirring.

Danguinaria Cinnabarinus

Substitutions*Note: One sprig of Lavender.*

Lavender can be added to this potion to increase the calming effect, but too much can put the drinker to sleep.

Warnings

Do not use this potion before riding a broomstick or attempting to disapparate. The calming effects can reduce muscle control, resulting in loss of grip or splinching.

I	I	24	14
II	VI	M.	X
III	C	Inc.	m
IV	3c	A	4
V	4	C.W.	D.G.
		A.C.W.	

For those who struggle to make friends. This potion will create an allure similar to that of a love potion, but instead of infatuation, makes people think you are more interesting than you actually are. Ideal for parties of family events.

Ingredients

Water - $\frac{1}{2}$ pint

Nettles - 3 oz. dried

Snake fangs - 4 of, crushed individually

Dew - 4 drops, preferably from rose petals

Daisies - 12 of, dried

Fluxweed - 1 oz. fresh, chopped coarsely

Cruppie tail hairs - 10 of, harvested while tail is wagging

Kneazle breath - 3 drops, condensed

Passionfruit - $\frac{1}{2}$ pint, juiced

Special Equipment

Silver cauldron

Silver stirring rod

Fine muslin

Pipette

Syphon

Instructions

1. Warm water in a silver cauldron on a low heat.
2. Add the nettles and crushed snake fangs, alternating between 1 oz. of nettles and one fang, while stirring with a silver stirring rod.
3. Light, silver steam should start to rise from the cauldron, at this point, add the dew and the daisies. Allow to simmer for 5 minutes.
4. Bring the mixture to a boil, then add the fluxweed. Stir slowly, alternating clockwise and anti-clockwise, then add the cruppie

hairs one by one. The mixture should turn a bright pink after all of the cruppie hairs have been added.

5. Carefully add all 3 drops of Kneazle breath, as well as the passionfruit juice. Then remove the cauldron from the fire but do not allow to cool.
6. Pass the mixture through a fine muslin to remove any remnants of ingredients while still hot. It may also be necessary to syphon off the topmost layer of the potion to remove any oily residue.
7. Cool and strain the potion. Bottle and cork immediately to retain properties. It should be a pale yellow colour once fully cooled

Substitutions

There are no substitutions for this potion.

Warnings

Varying concentrations of this potion will be needed, depending on the drinker's ability to produce small talk and their overall tediousness. If suffering from an extreme case of 'boring', increase the amount of passionfruit juice.

Capillatum Potion

For those who are thinning on top. 1 teaspoonful of this potion equates to 1 inch of hair growth (on the head only). This potion will take a full lunar cycle to mature.

- full moon to full moon

Ingredients

Pumpkin juice - 8 pints

Flobberworm mucus - 4 oz.

Lavender - essence, 8 drops

Gotu kola - 5 oz, crushed

Mandrake leaves - 5 of, from an adult plant crushed individually

Honey - 6 teaspoons

10 *fever juvenile*

Fluxweed - 12 of, leaves (picked at full moon)

Peppermint - 20 of, leaves

Re'em blood - ~~2~~ less, add more if needed

Knotgrass - 3 of, blossom

Rat tails - 3 of, chopped

Saw palmetto - extract, 10 drops

~~Zinc~~ - 2 oz. powder

Special Equipment

Silver cauldron

Wooden stirring rod

Pestle & mortar

Pipette

Airtight storage flask

I	Δ	∅	V.
II	∅	IV 31.	C.W. XV
III	pt. m.	IV C.W. I A.C.W.	II.
IV	-	↑	-
V	II.	50°	Or
VI	∅	32	II.
VII	Δ	XXX	Or
VIII	∅	∅	II.

Instructions

1. Simmer pumpkin juice in a silver cauldron until reduced by half.
2. Stir in the flobberworm mucus using a wooden stirring rod. Then add the lavender essence 1 drop at a time and stir clockwise for ~~20 minutes~~ **15 minutes**
3. Add one crushed mandrake leaf and 1 oz. gotu kola, then stir 9 times clockwise and once anti-clockwise (pour in the crushed mandrake leaf on the anti-clockwise stir).
4. Repeat step 3 until all 5 mandrake leaves and gotu kola is used.
5. Mix in the honey, fluxweed and peppermint to turn the potion green, then add the ~~drop~~ of Re'em blood, turning the potion a deep burgundy. **carefully measure**
6. Crumble the knotgrass blossom onto the surface of the mixture, then quickly add rat tails before they start to sink.
7. Allow to simmer for 30 minutes before adding the saw palmetto extract ~~and zinc~~.
8. Transfer the potion to an airtight storage flask, and allow to mature for a full lunar cycle before use.

Substitutions

~~Rat tails can be substituted for murtian tentacles. However, increases of allergy this can result in the additional growth of purple ear hair.~~

Mint can be used instead of saw palmetto, requiring 4 times the amount (40 drops).

Warnings

This potion will not work if the drinker has no hair to start with.

If the fluxweed is not picked at the full moon, hair growth can be substantially more than expected and may not only emerge from the head.

Note: Ears, noses, eyebrows, beards.

Confounding Concoction

Confunda

Another simple, but powerful potion. Although not illegal, the use of the Confounding Concoction is strictly monitored by The Ministry of Magic due to it's unpredictable effects. The brewing of this potion is mainly used to properly test it's antidote.

Ingredients

Water - 1 pint

Jobberknoll feathers - 2 of

Leeches - 2 of, juiced

Special Equipment

Pewter cauldron

Glass stirring rod

Instructions

1. Bring the water to a boil in a pewter cauldron.
2. Separate the barbs from the shafts of 2 jobberknoll feathers and carefully place them into the boiling water. The stir 12 times clockwise and 7 times anti-clockwise and boil for ~~20 minutes~~, *1 hour*
3. Add half of the leech juice to the cauldron, turning the mixture pale brown. Continue to stir until the potion thickens (usually within 5 minutes).
4. Leave to rest for 10 minutes on a low heat, then add the juice from the second leech.
5. Allow to simmer for 1 hour, until the potion has reduced by half and is a dark brown.

Note: Colour change can depend on the species of leech.

Substitutions

The amount of leech juice will determine the potency of this potion.

and age of leech

Warnings

This recipe is for a mild variation of the potion. However, it is still potent enough to remain effective for several hours if an antidote is not administered.

It can be very difficult to discern whether one has ingested it, depending mainly upon how strongly it has been brewed, but also on the weight of the person it is administered to. A person may show only a tendency to forget things, with the effects wearing off within a few hours, or, with a stronger version, may become completely confused and disoriented. They may even suffer from recurring bouts of amnesia months later.

There are no discerning smells or tastes so this potion can be easily disguised and given to the unwary. Side effects include increased thirst, making it easy to administer larger doses if needed.

People under the effects of the confounding concoction can be very unpredictable.

I	I	4	A
II	II	XII c.w.	A
III	I	VII d.c.w.	IX
IV	I	C.W.	G
V	1/4	X	1/2

*Note: 4 leeches is the longest
desired effect.*

Deflating Draught

A potion which causes anything swollen by magical means to shrink back to normal size. It will have no effect whatsoever if no magical swelling has occurred. This is the opposite to a Swelling Solution and acts as an antidote to it. This potion is one of few that requires no stirring in its creation.

Ingredients

Water - 1 pint **20 fl**

Wood sorrel - 7 oz. whole

Sagebrush - 7 oz. whole *separate leaves from stems*

Aloe vera - 10 drops

Galangal - 5 oz. powdered

Special Equipment

Pewter cauldron

Mortar

Pipette

Instructions

1. Bring the water to a boil in a pewter cauldron.
2. Add the wood sorrel and sagebrush. Do not stir, but ensure that they are completely submerged and boil for 10 minutes.
3. Lower the temperature to simmer and add the aloe vera. Allow to simmer for ~~more than 1 hour~~ without stirring. **45 minutes**
4. Scorch galangal powder in mortar until browned, then empty into cauldron.
5. Allow to simmer for another 30 minutes, then remove the cauldron from the fire to cool.

Substitutions

There are no substitutions for this potion.

Warnings

DO NOT INGEST This potion is to be applied to the affected area of skin directly.

*Note: Ingesting known to be fatal.
Swelling of organs.*

I	II or III	24	A
II	III or IV	A	X
III	IV or V	XLV	10
IV	V	∅	DC
V	VI	XXX	DG

Notes similar effects to *affectionate***Delusting Potion**

The opposite of a love potion, this recipe will provide the drinker with an aura of unattractiveness. Especially useful when one wishes to be left alone to concentrate on work, or to pass through crowds without drawing attention.

Ingredients

Water - 2 pints

Violet - essence, 5 drops *7 drops*

Rose - thorn essence, 7 drops

Raven feathers - 2 of - *preferably tail or wing*

Skinkroot - 20 of, thinly sliced

Rat eyes - 3 of, *left eyes*

Special Equipment

Pewter cauldron

Brass stirring rod

Wooden stirring rod

Pestle

Pipette

Instructions

1. Bring the water to a boil in a pewter cauldron.
2. Add 5 drops essence of violet and stir 3 times clockwise with a brass stirring rod.
3. Add 7 drops essence of rose thorn and stir slowly 7 times anti-clockwise.
4. Reduce the heat to simmer the mixture for 10 minutes, stirring anti-clockwise twice every 2 minutes.
5. Add the raven feathers and boil for 3 minutes while continuing to stir anti-clockwise. *7*

(At this point it is possible to remove the cauldron from heat and cover it until the next stage. The mixture will be viable for use for up to one month.)

28 days

6. Add the sliced skinkroot and simmer for 10 minutes (or until potion turns pink).
7. Add 3 rat eyes, then remove from heat and stir with a wooden stirring rod until black streaks appear across the surface of the potion

- 10 chicken feathers
- 1 Jobberknoll

Substitutions

Chicken or jobberknoll feathers can be used in place of raven feathers, but may stop the black streaks from appearing on the surface of the finished potion. This makes it hard to determine when the brewing process is complete.

Warnings

Do not use the potion if left uncovered, or for longer than a month from step 5. Overmaturing this potion can leave to irreversible unattractiveness.

I	II oz	4	A
II	VII	♀	VII cup
III	VII	VII	leu
IV	LA	X	leu
V	DC	A.C.W.	VII
VI	M	X	LA
VII	Q	C.W.	dg

Fever Reducing Potion

A potion widely used by Healers for alleviating the symptoms of a fever. It is not a cure for the supporting illness, merely something to help speed up the recovery process, taken alongside other medication.

Ingredients

Horned toad - 1 of, *intestines*

Ice water - 1 *pint*

Snake fangs - 1 oz. *crushed* *non-venomous*

Willow bark - 2 oz. *dried & crushed*

Porcupine quill - 1 of

Special Equipment

Beaker

Brass cauldron

Brass stirring rod

Pestle & mortar

Instructions

1. Place the horned toad intestines into a beaker with the ice water.
2. Add the snake fangs and stir anti-clockwise with a brass stirring rod for 7 minutes, while keeping the beaker on ice.
3. Add the willow bark and stir clockwise 5 times before pouring into a brass cauldron, over a low flame. *Lacistema Inflavum*
4. Allow the mixture to slowly come to a boil, and remain there for 15 minutes, then remove from heat.
5. Once cool, stir clockwise for 70 seconds, then add the porcupine quill and stir a further 5 times clockwise.
6. Allow the potion to cool before drinking.

Substitutions**Lionfish for Pauerpine**

It is not strictly necessary to use a brass cauldron and stirring rod for this potion, however it seems to produce the most stable transition for the ice water through to boiling.

Warnings

It is very important to keep the ingredients chilled until step 4. Placing the beaker on a block of ice will work, otherwise the Glacius Charm repeated as needed will suffice.

I	opt. Inc.	*	I
II	lll VII	♀	lll
III	lll	♀	C.W. V
IV	Ⓐ	Ⓐ	xv Ⓐ
V	C.W.	lxx"	C.W. V
VI	g	DG.	Ⓐ

Forgetfulness Potion**Obliviate**

Causes a varying degree of memory loss depending on potency. For use when memory charms are impractical, or for those who struggle with them.

Ingredients

Lethe river water - 2 drops

Valerian - 2 sprigs, whole

Standard ingredient - 1 teaspoon

Mistletoe berries - ~~6~~ 6 oz

Special Equipment

Copper cauldron

Wooden stirring rod

Pestle & mortar

Pipette

Instructions**- Part 1 -**

1. Add the Lethe River Water to a copper cauldron and gently heat for 2 minutes.
2. Add the valerian sprigs and stir 3 times, ~~clockwise~~, using a wooden stirring rod.
3. Leave to simmer on a medium heat for 45 minutes.
4. Remove from heat and allow to cool, uncovered, over 24 hours.

anticlockwise

- Part 2 -

5. Add the standard ingredient and mistletoe berries to the mortar and crush into a ~~medium~~-fine powder using the pestle.
6. Add 2 oz of the crushed mixture to your cauldron and stir 5 times, anti-clockwise. The finished potion will be a deep purple.

Substitutions

There are no substitutions for this potion.

Warnings

Always remember to label the potion container to avoid accidental memory loss. Always remember to label the potion container...to avoid...memory. Remember to label containers...accidentally... Always accidentally remember not to label potion labels...

I	II	♀	△
II	♂	A.C.W.	III
III	△	XLV'	△
IV	♂	○	♂
V	II.	A	♂
VI	II	V A.C.W.	♂



Garrotting Gas

Invisible and odourless Garrotting Gas has the effect of knocking out humans or creatures. It is not deadly, and therefore not hugely dangerous. A lot of care, attention, concentration and skill are required while making this potion. It is very easy to accidentally knock yourself out in the process.

Ingredients

Horklump juice - 2½ pints

Asphodel - 5 oz. finely chopped

Dittany - 5 oz. shredded

Wormwood - essence, 7 drops

Billywig stings - 20 of, crushed for venom

Lacewing flies - 40 of, wings intact and front feet trimmed

Special Equipment

Small brass cauldron x2

Pewter cauldron

Brass stirring rod

Wooden stirring rod

Pipette

Airtight containers

Instructions

1. Split the horklump juice between 2 small, brass cauldrons. In one, add the asphodel and stir with a brass stirring rod. In the other, add the dittany and stir with a wooden stirring rod. The first mixture will be ready once it has obtained a silvery colour, the second mixture when it has turned turquoise. Leave both to cool in the open for 30 minutes.
2. Add together in a pewter cauldron over an intense flame and allow to boil for 20 minutes.

3. Slowly add the wormwood essence and stir to combine. Leave at the boil for a further 15 minutes.
4. Place the extracted billywig venom and lacewing flies into one of the previous small brass cauldrons (clean first). Mix well and then leave for 10 minutes. By this stage, your main potion should be a light purple colour.
5. Add the contents of the smaller cauldron to the main mixture and stir anti-clockwise for 20 minutes. After this time, the potion should be beige and very viscous.
6. Transfer the finished potion into containers while still hot, and seal carefully.

Substitutions

There are no substitutions for this potion.

Warnings

The potion becomes volatile once cool, so store carefully. It will also change state from a beige liquid to a clear gas, so be careful not to confuse the containers for empty ones, and be sure to use airtight containers.

Metamorphmagus? ~~Metamorphmagus~~ - Metamorphmagus? ~~Metamorphmagus~~

Hair Changing Potion

This potion allows the drinker to change the colour, length and style of their hair. The recipe is derived from the naturally occurring Metamorphmagus gene, for those who do not possess the natural ability to alter their appearance at will.

Ingredients

- Water - 1 pint
- Belladonna - 2 oz. crushed
- Nettles - 5 oz. dried & powdered
- Moonstone - 1 of, small

Meta - change
Morph - shape
Magus - wizard

Special Equipment

- Silver cauldron
- Glass stirring rod
- Beaker
- Protective gloves (thin)

Instructions

1. Place the moonstone in a silver cauldron and add the water. Bring to the boil and boil for ~~10 minutes~~ 10 minutes
2. Add the belladonna and nettles and boil for another 5 minutes.
3. Lower the heat to simmer for 5 minutes, then stir with a glass stirring rod 20 full clockwise strokes, followed by 20 full anti-clockwise. At this point the potion should turn clear.
4. Remove from the heat and allow to cool fully. Then pour the clear potion in a beaker.
5. After putting on your protective gloves, dip the tips of your hair into the beaker while concentrating fully on your chosen colour. For shorter hair, use either the stirring rod or a spatula to apply a small amount to the tips of your hair.

Substitutions

Eaaks / Black ??

It is possible to use Metamorpham blood to the same effect, but please make sure that the participant is willing.

Warnings

Always wear protective gloves. Do not apply to roots of hair or skin, the potion will seep from the hair tips to the roots on it's own. Application directly to the roots can cause skin colour alterations which can be very difficult to correct, particularly for the ears.

■ Hair Removal Paste

Like Burn Healing Paste, this is not truly a potion. It is however a very useful antidote to a Capillarium Potion gone wrong. Applied to selected areas, it will remove hair painlessly (in most cases).

■ Ingredients*p.g. 164*

Beeswax - 2 tablespoons

Flobberworms - 5 of, juiced

Shrivelfig - 1 of, peeled & crushed

Calendula oil - ~~1/2 cups~~ *17 drops***■ Special Equipment**

Pewter cauldron

Wooden stirring rod

Pipette

■ Instructions*in cauldron*

1. Melt the beeswax over a low heat in a small pewter cauldron.
2. Bring to a simmer and add the flobberworm juice. Then stir with a wooden stirring rod for 5 minutes, alternating clockwise and anti-clockwise every minute.
3. Add the shrivelfig and stew over a low heat for 30 minutes.
4. Remove from the fire and allow to cool completely.
5. Add the calendula oil and apply to the area or areas requiring hair removal. Allow to stand for 5 minutes, then remove with a warm, moist, cloth.

 **Substitutions**

Essential oils may be added for fragrance (no more than 3 drops).

 **Warnings**

Discard after 24 hours of brewing. Matured potion may also remove hair from other parts of the body, and skin.

Hiccoughing Solution

Used to cause hiccoughs, primarily for fun, but also in the event of choking to help remove food or objects lodged in the throat.

Ingredients**Anapnoea**

Distilled water - 3 pints

Frog brain - 1 of

Goosegrass - $\frac{1}{2}$ oz. finely chopped *along stem*

Standard ingredient - 3 oz.

Eel eyes - 4 of, crushed individually

Lovage - 3 oz. dried & crushed

Dandelion - 3 of, chopped roots *(clean first)*

Special Equipment

Pewter cauldron

Wooden stirring rod

Instructions

1. Add the distilled water to a copper cauldron and bring to a simmer.
2. Add the frog brain, goosegrass and standard ingredient and continue to simmer for ~~5 minutes~~ *10 minutes*
3. Add the eel eyes 1 at a time, stirring twice clockwise each time.
4. Remove from heat and leave to brew for another 40 minutes.
5. Add the lovage to the now cool mixture, which should turn bright blue.
6. Stir 2 times, clockwise, darkening the potion, then add the chopped dandelion roots and stir 6 times, anti-clockwise to return it to its lighter blue hue.

Substitutions

There are no substitutions for this potion.

Warnings

Do not add the lovage until the mixture is fully cooled. If the potion does not turn bright blue at this point, discard immediately.



Magical Fireworks

Another non-potion, but fun all the same. Magical fireworks do not require flames to be ignited, nor do they produce heat in their use. Once created, they are much safer to use than their muggle equivalents.

Ingredients

Water - $2\frac{1}{2}$ pints

Salamander skin - 12 of, dried

Jalapeno pepper - 1 of, coarsely chopped

Sheep bile - $\frac{1}{4}$ pint

Salt - 3 grains

String - 6 inches (dependant on size of firework)

Special Equipment

Brass cauldron

Brass stirring rod

Tissue paper

Instructions

1. Add the water to a brass cauldron and bring to a boil.
2. Add the dried salamander skins and jalapeno pepper, then stir 13 times anti-clockwise with a brass stirring rod.
3. Add the sheep bile, turning the mixture thick and grey (it will become quite hard to stir manually at this point. Charm stirring rod if necessary).
4. Add the 3 grains of salt one at a time, then stir 4 times clockwise. This should make the potion more malleable.
5. Pour onto a cold surface and mould into the required form, with the string at the centre. Then wrap in coloured tissue paper.

 **Substitutions**

Jalapeño peppers will offer a modest explosion. Varying the strength of pepper will alter the ferocity of the firework.

 **Warnings**

DO NOT INGEST. Although this firework will not produce heat, it can still be fatal if it goes off inside your stomach.

Magicleanse

A useful potion for the cleaning of potion making equipment, in place of the Scouring Charm.

Eugeo! Scourify S

Ingredients

Water - 1 pint

Garlic - 1 clove - *crush with blade*

Bundimun secretion - 1 drop

Crocodile eye - 1 of

Cockroach - $\frac{1}{2}$ oz. powdered - *Blattaria Pulverens*

Peppermint - 3 oz.

Special Equipment

Small pewter cauldron

Silver stirring rod

Dragonhide gloves

Airtight storage flask

Instructions

1. Add the water to a small pewter cauldron and slowly bring to a boil, then crush and add the clove of garlic.
2. Add the drop bundimun secretion, making sure you wear dragonhide gloves when handling it.
3. Add the crocodile eye and stir once clockwise, then 3 times anti-clockwise and allow to simmer for 10 minutes.
4. Add the powdered cockroach, along with the peppermint to scent it and bring to the boil.
5. Allow to cool and congeal, then transfer to an airtight storage flask. Seal lid between uses.

Note: Unsealed potion will dry out and be rendered useless.

Substitutions

Lemon juice or pine needles can be used to replace peppermint for a variation in scent.

Warnings

Wear dragonhide gloves when handling the bundimun secretion

Always seal the lid of the storage flask between uses. Magicleanse can produce harmful fumes when exposed to damp for extended periods.

I	I	4	A
I	Or		M
II	S	M.	Du
III	Du	III A.C.U.	L.A.
IV	M.	A.	S
V	(A)	A	Du.

* Wit-Sharpening Potion is
more effective in small doses

Scintillation Solution

Similar to the Wit-Sharpening Potion, but used to enhance ones wittiness rather than concentration. Particularly good for parties or to impress co-workers.

Page 182

Ingredients

Water - 2 pints

Salt - 6 oz.

Billywig stings - 2 of, dried & powdered

Firefly - essence, 3 drops

Special Equipment

Pewter cauldron

Wooden stirring rod

Pipette

Instructions

1. Add water to a pewter cauldron, bring to the boil and add the salt, stirring clockwise with a wooden stirring rod ~~and~~ *and* ~~twice~~.
2. Add the billywig stings and stir anti-clockwise 12 times, then clockwise twice.
3. Repeat the stirring method from step 2, 6 times *at 2 minute intervals*
4. Carefully add the essence of firefly, one drop at a time, stirring 6 times anti-clockwise then clockwise twice in between each addition. *40 minutes*
5. Reduce the heat and simmer for ~~20~~ minutes before removing from the fire entirely and allowing the potion to cool.

Substitutions

There are no substitutions for this potion.

Warnings

The stirring directions are paramount to a successful potion. If at any point this sequence is incorrect, the entire potion must be restarted with fresh ingredients.

I	II	2+	A
	0.1		Cake
II	M.	XII d.c.w. II c.w.	
III	-	↑	VI
IV	I	VI d.c.w. II c.w.	
V	Ⓐ	△XL	8g

Simple Antidote to Common Poisons

A potion which counteracts ordinary poisons, such as creature bites and stings. It will have no effect on stronger poisons whatsoever. This potion replicates the effects of ~~the~~ ~~or~~ ~~it~~ not available for use.

Ingredients

Distilled water - 1 pint

Standard ingredient - 1 oz.

Unicorn horn - 1 oz. powdered

Mistletoe berries - 2 of

* Magical Draughts
and Potions
Strawberries Jigget

Special Equipment

Copper cauldron

Copper stirring rod

Instructions

1. Add the distilled water and standard ingredient to a copper cauldron and heat on a ~~medium~~ ^{high} temperature for 5 minutes.
2. Remove from heat and ~~leave~~ to brew for 40 minutes.
3. Add the powdered unicorn horn and stir twice clockwise. This should turn the potion milky white. ~~milky~~ ^{milk-like}
4. Add the 2 mistletoe berries to your cauldron and stir twice anti-clockwise. This should thin the mixture to a translucent teal.
5. Place back onto the fire at a high heat, and boil for 30 minutes (until reduced by half). Then allow to cool before storage.

Note: Share a Beross down their throat

 Substitutions

* Makes ineffective on
Drowsy bites

Honeywater, mint sprigs, stewed mandrake and essence of lavender
can be used in place of mistletoe berries.

 Warnings

If this potion is not immediately effective, it is advisable to seek
further aid from a qualified professional prior to death.

I	I	♀	IV
II	Ⓐ	♂	XL
III	Dr	C.W.	II
IV	Dr	A.C.W.	II
V	M	A	8



Singing Suspension



A potion that causes the drinker to sing uncontrollably. The length of time is dependant on the amount of billywig wings used, as well as the overall joviality of the drinker.

Ingredients

Water - 1 pint

Acorns - 2 oz, meat only, crushed *dry first*

Billywig wings - 4½ oz.

Scurvy grass - 2 oz, finely chopped

Special Equipment

Pewter cauldron

Wooden stirring rod

Instructions

1. Bring the water to a boil in a pewter cauldron.
2. Add the acorns, billywig wings and scurvy grass and stir constantly for 5 minutes using a wooden stirring rod.
3. Remove from heat and stir once a minute for 5 minutes.
4. Allow to cool fully, but reheat before use

Note: 4½ 3+ Billywig wings will give you 1 hour of singing.

 Substitutions

The acorns can be replaced with other seasonal ingredients. This will effect the style of song that is sung. Mistletoe berries for example will produce Christmas Carols.

 Warnings

The potion will not take effect unless warmed before consumption.

The quality of the drinker's voice will not be enhanced in the taking of this potion.

"God Rest ye, Merry Hippogriff!"

Sneezing Suffusion

- Causes the drinker to sneeze. This reaction can come as a volley of smaller sneezes over 5 or 10 minutes, or as one larger powerful sneeze.

*nostrils bleed***Ingredients**

- Water - 1 pint
- Vegetable oil - $\frac{1}{4}$ pint
- Black pepper - $\frac{1}{2}$ oz. ground
- Sneezewort - 5 oz. leaves, dried & powdered
- Sneezewort - 5 oz. blossom
- Chicken feathers - 5 of, preferably down

Special Equipment

- Pewter cauldron
- Wooden stirring rod
- Fine muslin

** Bubblehead Charm?***Instructions**

1. Bring water and vegetable oil to a boil in a pewter cauldron.
2. Add the ground black pepper and sneezewort leaves, stirring 25 times anti-clockwise using a wooden stirring rod.
3. Boil for 5 minutes, then add sneezewort blossoms and stir 10 times anti-clockwise.
4. Add the chicken feathers and stir another 25 times anti-clockwise.
5. Lower heat to simmer for 5 minutes, then stir 5 times anti-clockwise, then once clockwise.
6. Repeat the stirring from step 5 every minute for ~~10~~ minutes.
7. Boil for another 5 minutes without stirring and then remove from heat.
8. Pass the mixture through a fine muslin the remove the chicken feathers. Allow to cool before use.

as many times as needed

Substitutions

Any chicken feathers can be used, but down feathers produce a stronger sneeze.

Warnings

These are no normal sneezes. It is advised that the drinker is not holding any valuable or fragile items when given the potion. Not advisable for expectant mothers or those with heart conditions.

I	M.	2+	A.
II	D.	A.C.W.	xxi
III	A. V	A.C.W.	X
IV	M.	A.C.W.	xxv
V.	A. V	A.C.W. ✓	I C.W.
VI	I	↑	vi
VII	A.	V	Ⓐ
VIII	M.	g	tg.

Strengthening Solution

A potion that increases the drinker's strength. It is brewed in 2 parts, requiring several days to mature in between. This can be a difficult potion to master. The colour of the finished potion is bright turquoise.

Ingredients

from Erumpent Fluid

Distilled water ~~3 pints~~ 40+

Standard ingredient - 2 oz.

Salamander blood - 6 drops

Griffin claws - 5 of, powdered *finely*

Erumpent fluid - 1 drop

Special Equipment

Pewter cauldron

Silver stirring rod

Pipette

Airtight container

Instructions**- Part 1 -**

1. Add the distilled water and standard ingredient to a pewter cauldron. Slowly bring to the boil.
2. Add the salamander blood to the cauldron and stir 3 times clockwise using a silver stirring rod. *Slow Stir*
3. Boil for 10 minutes. *15*
4. Reduce the heat to simmer the potion for 50 minutes, then remove from heat entirely and allow to cool fully.
5. Store in a cool place until the potion has turned a deep blue. This can take up to a week. If the potion does not turn blue, dispose of it safely and return to step 1.

Note: Erumpent potions tend to increase strength in certain areas of the body.

- Part 2 -

6. Slowly warm the mixture over a low heat until steam begins to rise from the surface. Then add the griffin claws and stir 5 times anti-clockwise
7. Carefully add the erumpent fluid to the cauldron, then remove from the fire to cool. *Wingardium Leviosa?*
8. Store in an airtight container

~~But~~ Substitutions

The amount of drops of salamander blood determines the longevity of this potion, not the potency.

~~But~~ Warnings

DO NOT ATTEMPT TO HARVEST FLUID FROM THE ERUMPENT YOURSELF. This fluid and the animal containing it are highly volatile.

Take great care when adding the erumpent fluid. Lower the pipette to the surface of the potion, do not drop from a height.

I	M.	2+	A.
II	S	C.W.	C
III	M	A.	IV
IV	L	L'	5
V	8	8	E
VI	L	8 M.	IC
VII	M.	8	8
VIII	8	8	ZG.

Note: Steam should rise vertically

Swelling Solution*Engorgia* ⚡

The swelling solution causes the target (or parts of the target) to swell and enlarge. However, it does not work on non-living things. The potion will take effect wherever it touches skin.

Ingredients

Water - 1 pint

Houndstongue - $\frac{1}{2}$ oz. ground

Ginger - 5 oz. root, thinly sliced

Lionfish quills - 3 of, whole

Snake fang - 1 of, crushed (preferable rattlesnake)

Dragon saliva - 1 drop

*Dragon Blood?***Special Equipment**

Pewter cauldron

Silver stirring rod

Pestle & mortar

Instructions

1. Bring the water to a slow boil in a pewter cauldron.
2. Add the houndstongue and stir 22 times in a steady clockwise motion using a silver stirring rod, then add the lionfish quills but do not stir. Allow the potion to boil for 5 minutes. It should be a dull yellow colour.
3. Add the dragon saliva. It will remain on the surface for a few minutes. Wait for it to sink before adding the next ingredient.
4. Mix the crushed snake fang with the ground ginger in the mortar before adding them to the potion. - *vine first*
5. Stir clockwise for 2 minutes, then remove from the fire and continue to stir ~~for an additional 10 minutes~~ until thick

Substitutions

Lionfish quills can be substituted with porcupine quills, at twice the required amount.

Warnings

Do not stir after adding the lionfish quills.

DO NOT INGEST. External use only.

The swelling solution is not like the engorgement charm. It will cause irritation, not just a swelling in size.

Highly toxic

I	I	4+	14
II	M. XXII C.W.C	A.	V
III	XV	III	5
IV	M.	A	Ec
V	II C.W.	8 C.W. X	Dg.

 Tickling Tincture

A potion that produces the same effects as the Rictusempra Spell or Tickling Charm.

 Ingredients

Water - 1 pint

Ginger - 1 oz, root, sliced into 10 equal strips

~~Wartcapp powder - 1 teaspoon~~

Chicken feathers - 5 of, preferably down

Black pepper - 1 oz. ground

 Special Equipment

Pewter cauldron

Wooden stirring rod

Protective gloves (thin)

 Instructions

1. Bring the water to a boil in a pewter cauldron, then add ginger and ~~wartcapp powder~~.
2. Stir anti-clockwise for 5 minutes, using a wooden stirring rod.
3. Add the chicken feathers and black pepper, then stir clockwise for another 2 minutes.
4. Remove from the fire, allow to cool, then stir clockwise for 3 minutes. Allow to rest for 20 minutes before use.

*Note: Powdered, rubbed into clothes.
Ingestion will only affect the mouth.*

Substitutions

Any chicken feathers can be used, but down feathers will increase the potency of the tickle. Jobberknoll feathers may also be used, but may lead to increased honesty. — *Veritatem non habet?*

Warnings

Wear protective gloves when handling the wartcap powder.

I	I	2+	A
I	0.1	2+	A
II	III	A.C.W.	V
III	III	C.W.	II
IV	8	C.W. III	XX
			Dg

Wit-Sharpening Potion

The Wit-Sharpening Potion allows the drinker to think more clearly. Due to this, it acts to counter the Confundus Charm. It is banned in all tests and examinations.

see p.g. 146

Ingredients

Water - 1 pint

Scarab beetles - 2 of, coarsely ground

Ginger - 5 oz. root, finely cut

Armadillo bile - 9 drops

Special Equipment

Brass cauldron

Brass stirring rod

Pipette

Instructions

1. Bring water to a simmer in a brass cauldron, then add the scarab beetles and stir 5 times clockwise, using a brass stirring rod.
2. Allow to simmer for 5 minutes, then add the ginger root ~~without stirring~~ and simmer for 20 minutes. *stir clockwise*
3. Remove from the fire and allow the potion to cool, stirring 7 times every 3 minutes, alternating clockwise and anti-clockwise.
4. Once cooled to room temperature, add the armadillo bile.
5. Allow the potion to stand for 8 minutes before use.

at least

Note: Add armadillo bile one drop at a time.

Substitutions

A peppermint leaf upon the tongue while drinking will make the potion taste less foul. Do not, however, put the peppermint into the potion during the brewing process.

Also freshens breath

Warnings

This potion is very sensitive to temperature change. Be sure to pay particular attention to the fire while brewing.

Effects should be felt within 10 minutes of drinking, though it can take up to 1 hour to work fully.

I	POW	♀ M.	V
II	Δ	♂	CM.
III	♂	VII C.W.	III C.W.
IV	Ⓐ	M.	♂
V	♂	VIII	♂

Fire Protection Potion

Bursting Mushrooms - 3 of
Salamander Blood - 4 drops
Wartsap Powder - 2 $\frac{3}{4}$ t

1. Slice bursting mushrooms with silver dagger. Add to cauldron and stir clockwise until potion turns blue.
2. Add salamander blood.
Stir anticlockwise until the potion turns green.
3. Crush wartsap powder.
Add to cauldron and stir anticlockwise until potion turns red.

CONCLUSION

Congratulations!

If you have reached this point of the book without blowing yourself up, poisoning yourself, or otherwise doing yourself serious bodily harm, congratulations! You are now one step closer to becoming a proficient potioneer.

However, only so much can be learned from a textbook, and that can be exemplified by how many new and interesting concoctions are being brewed to this day. Everyone is encouraged to study further, as potions are a never-ending area of exploration. Perhaps one day your accomplishments will be studied in a textbook similar to this one.

Repetition, (careful) experimentation and customisation are all part of becoming a Potion Master. Learning the potions in this book by heart will of course expand your knowledge of the subject greatly, and teach you most of the techniques required for future potion work, but your real skills will develop as you begin to understand that your concoctions are in fact dynamic, ever-changing works of art.

Once you are confident with understanding your tools, ingredients and processes, it is advised that you embark on a journey of improvisation. Use substitutions for ingredients to alter potency, flavour or even outcome. Attempt to brew the same potion in a number of different environments to study how changes in temperature, atmosphere and concentration can effect the result.

Or why not invent your own potions from scratch?

Good luck.

Libatius Borage

Libatius Borage

Potion Master



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Figure References

Figure 1. The 'squared circle' or 'squaring the circle' is a 17th century alchemical glyph or symbol for the creation of the Philosopher's Stone.

Figure 2. The symbol for The Philosopher's Stone, right, and for The Deathly Hallows, far right. The use of similar geometry and scale is apparent, though both have very different constructional meanings.

Figure 3. Pages from "De Mineralibus" by Albertus Magnus (Alberti Magni).

Figure 4. An engraving of Roger Bacon made in 1248.

Figure 5. An engraving of Nicolas Flamel "Nicolaus Flamellus" at the age of 451, made in 1781.

Figure 6. Dzou Yen, Kennilworthy Whisp & Paracelsus respectively.

Figure 7. Basil Valentine. "A Table of Chymicall & Philosophicall Characters with their signs." The Last Will and Testament of Basil Valentine. 1971.

Figure 8. An imaginative 17th Century depiction of the Emerald Tablet from the work of Heinrich Khunrath, 1606.

Figure 9. A visualisation of Ouroboros swallowing its own tail.

Figure 10. A visual representation of Calcination from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 11. A visual representation of Dissolution from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 12. A visual representation of Separation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 13. A visual representation of Conjunction from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 14. A visual representation of Fermentation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 15. A visual representation of Distillation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 16. A visual representation of Coagulation from "Splendor Solis" by Salomon Trismosin, 16th Century.

Figure 17. Tria prima from "Della Tramutazione Metallica" by Giovanni Battista Nazari. 1599.

Figure 18. The four elements portrayed in "Philosophia reformata" by Johann Daniel Mylius. 1622. Representing the four stages of the alchemical opus. From left to right are earth, water, air and fire.

Figure 19. An image of The Black Crow, showing calcination.

Figure 20. An image of The White Swan, showing whitening.

Figure 21. An image of The Pelican, showing multiplication.

Figure 22. The Phoenix.

Figure 23. The Peacock, representing fermentation.

Figure 24. The Green Lion, devouring the sun.

Figure 25. The Grey Wolf representing antimony.

Figure 26. The Ouroboros, swallowing its own tail, representing the perpetual cycle.

Figure 27. The Toad. Putrefaction.

Figure 28. Dragonhide gloves.

Figure 29. Pestle & mortar.

Figure 30. Brass weighing scales.

Figure 31. A stirring rod and corresponding cauldrons.

Figure 32. Examples of potion storage containers.

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 Notes



Merco Books